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AVATAR

THE LAST AIRBENDER.



THE LOST ADVENTURES

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AVATAR

THE LAST AIRBENDER

Created by
Bryan Konietzko
Michael Dante DiMartino



Illustration by
Bryan Konietzko, Hye Jung Kim,
and Bryan Evans

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AVATAR

THE LAST AIRBENDER

THE LOST ADVENTURES

Featuring

Aaron Ehasz, Alison Wilgus,
Amy Kim Ganter, Brian Ralph,
Corey Lewis, Dave Roman,
Elsa Garagarza, Ethan Spaulding,
Frank Pittarese, Gurihiru, J. Torres,
Joaquim Dos Santos, Johane Matte,
John O'Bryan, Joshua Hamilton,
Justin Ridge, Katie Mattila,
May Chan, Rawles Lumumba,
Reagan Lodge, Tim Hedrick,
Tom McWeeney



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to Dave Roman, and to Bryan Konietzko and Michael Dante DiMartino.

Nickelodeon Avatar: The Last Airbender™ —The Lost Adventures

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This volume collects previously unpublished comics, the *Avatar: The Last Airbender* seasons two and three exclusive DVD minicomics, the *Avatar: The Last Airbender Free Comic Book Day 2011* comic, and comics originally published in *Nickelodeon Comics* #31, #33, and #35, *Nickelodeon Magazine* #124, #127, #133, #140, and #158, and *Nick Mag Presents* #18 and #23.

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Water. Earth. Fire. Air. Only the Avatar can master all four elements, and stop the ruthless Fire Nation from conquering the world. But when the world needed him most, he disappeared. And he's been gone for a hundred years, until now . . .

A young Waterbender named Katara and her brother Sokka rescue a strange twelve-year-old boy named Aang, who's been trapped inside an iceberg at the South Pole. Not only is Aang an Airbender—a race of people no one has seen in a century—he's also the long-lost Avatar! Now Katara and Sokka must help Aang master all four elements so he can face his destiny, and save the world!



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Book One
WATER



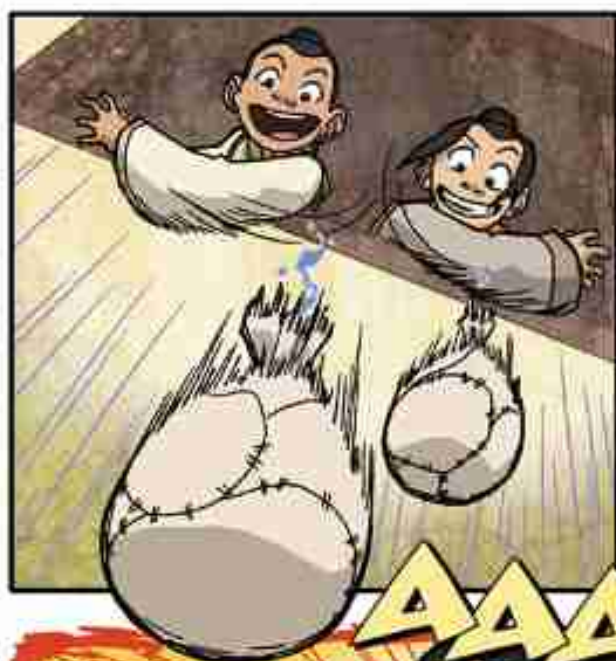
BEE CALM



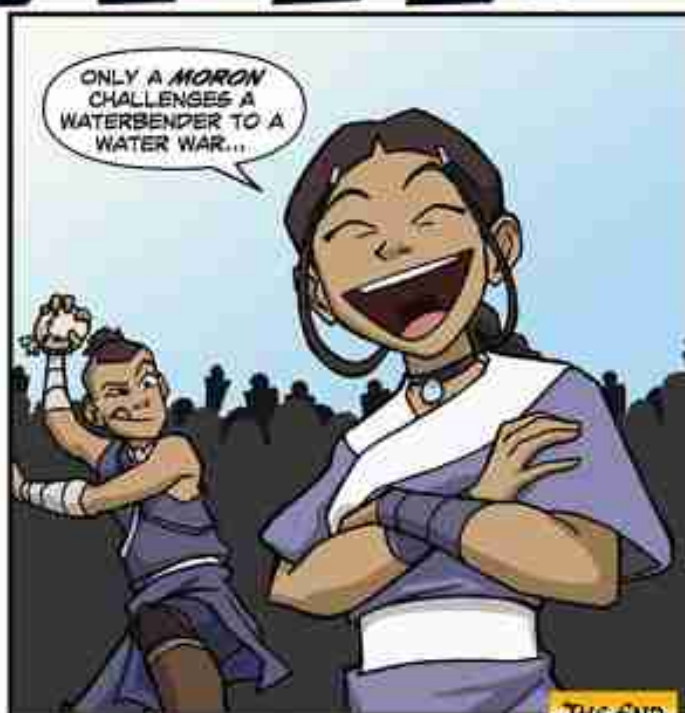
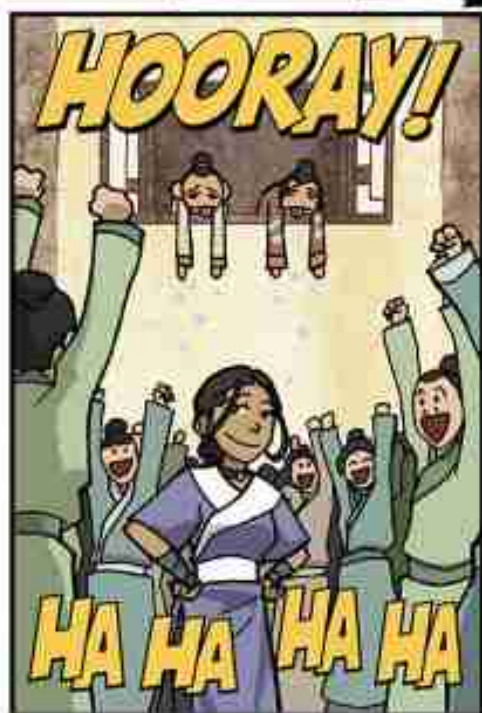
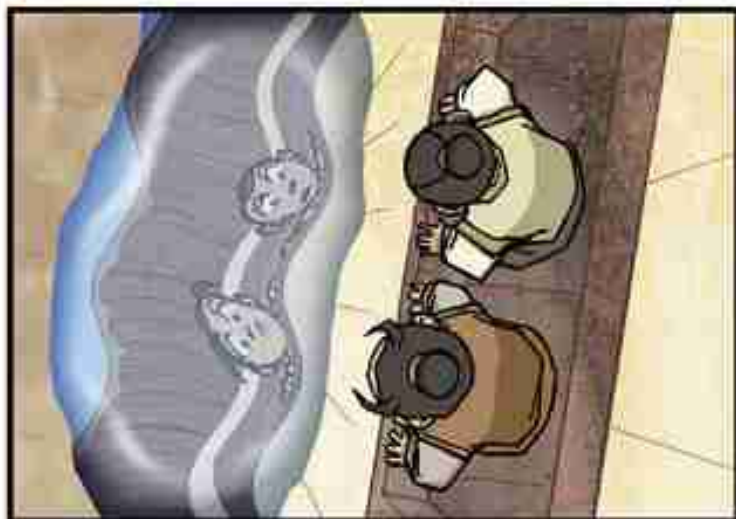
Story by Joshua Hamilton and John O'Bryan, art by Justin Ridge, colors by Hye Jung Kim, and lettering by Clem Robins.





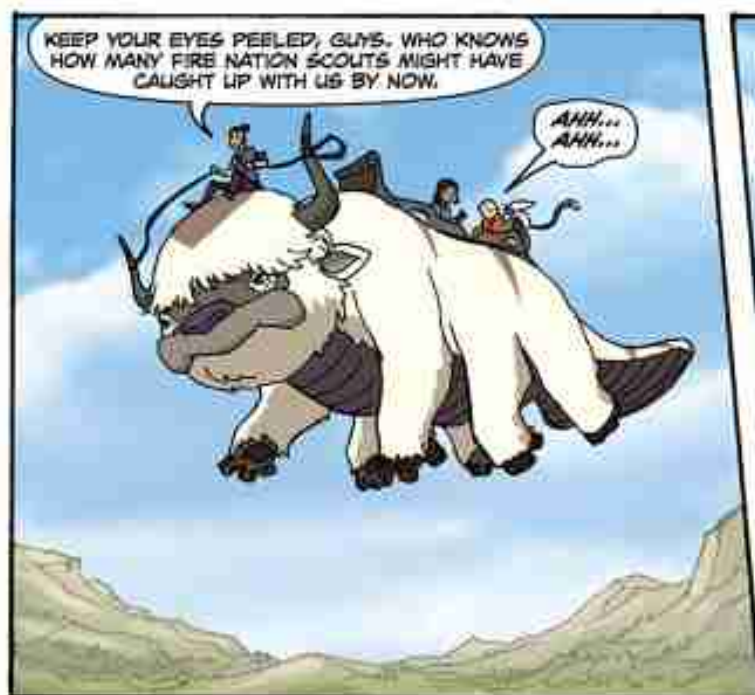


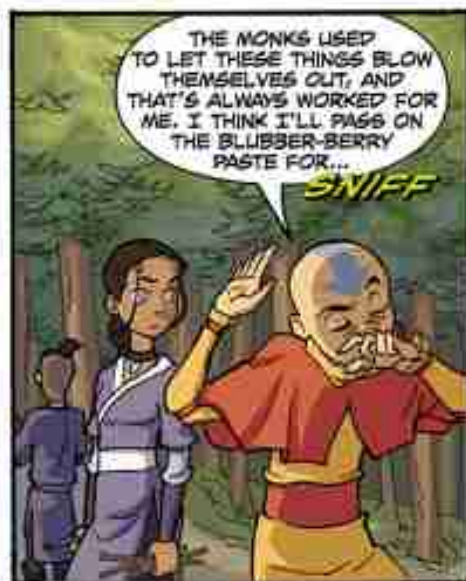






Story by Alison Wilgus, art by Elsa Garagarza, colors by Wes Dzioba, and lettering by ComiCraft.







RELICS

EARLY IN THE AVATAR'S ADVENTURES...

COME ON, SOKKA!

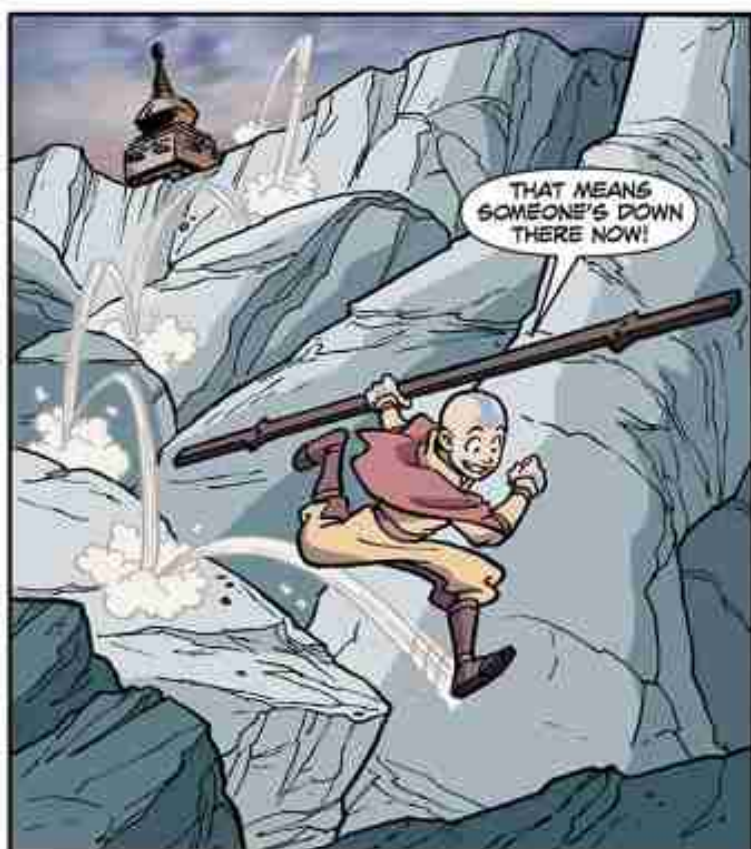
MAKE UP YOUR MIND. WE'VE WASTED ENOUGH TIME HERE. WE HAVE TO BE ON OUR WAY TO THE NORTHERN WATER TRIBE!



Story by Johane Matte and Joshua Hamilton, art by Johane Matte, colors by Hye Jung Kim, and lettering by Comcraft.









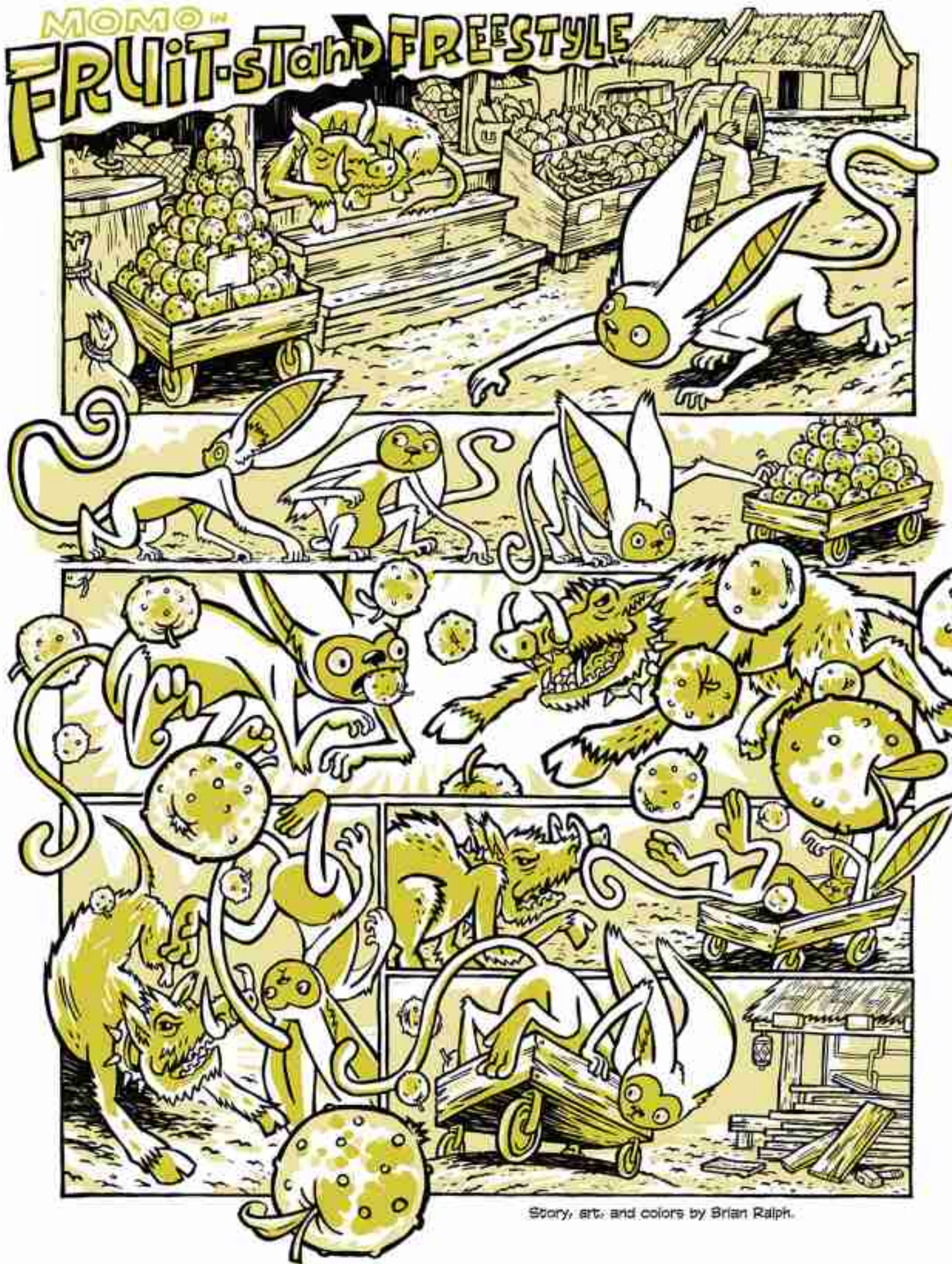








MOMO™ FRUIT-STAND FREESTYLE



Story, art, and colors by Brian Ralph.



BRIAN RALPH

THE END

HowComic.net



Book Two
EARTH



SLEEPBENDING



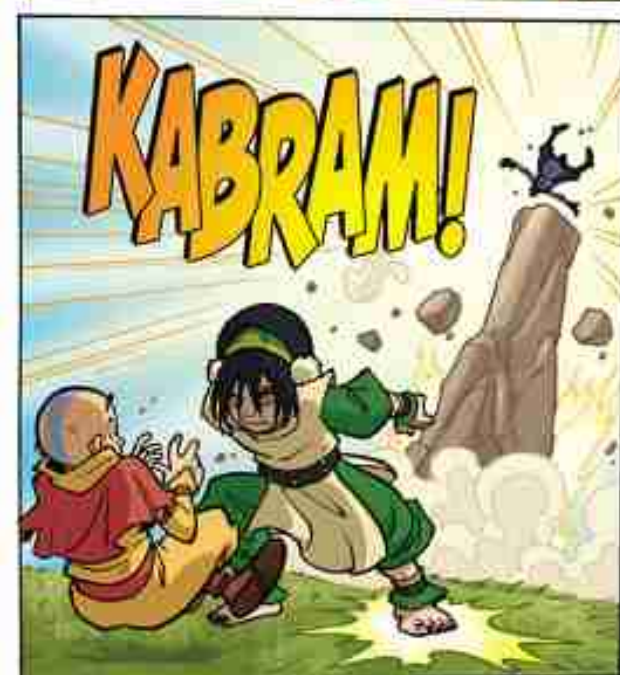
Story by Joshua Hamilton, art by Joaquim Dos Santos, colors by Hye Jung Kim, and lettering by Clem Robins.

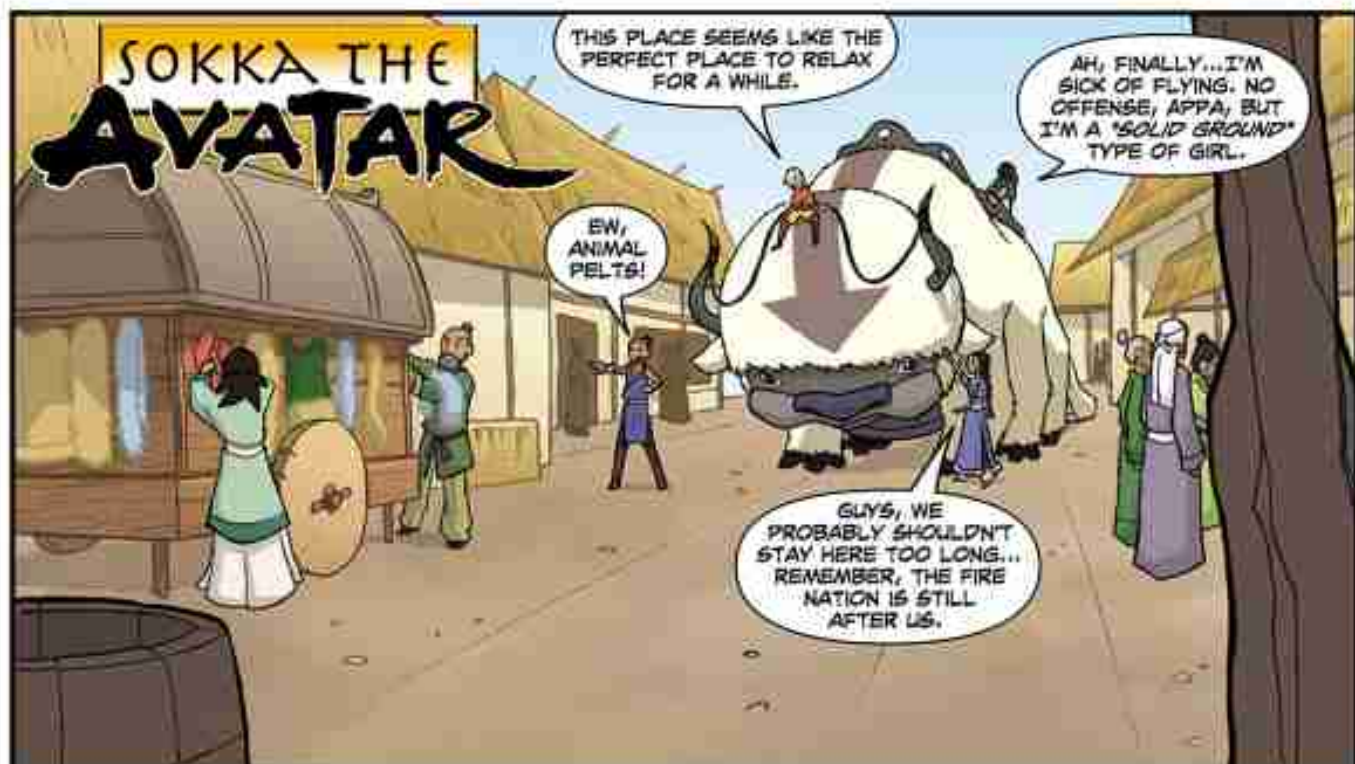


LESSONS



Story and art by Johane Matte, colors by Wes Dzioba, and lettering by Comcraft.





Story by Joshua Hamilton, art by Justin Ridge, colors by Sno Cone Studios, and lettering by Comcraft.





















THE ROUGH RHINOS ARE INVADING THE TOWN!

AVATAR SOKKA, SAVE US!



YOU'RE COMING WITH ME, AVATAR!

SHINK



GIVE BACK SOKKA!







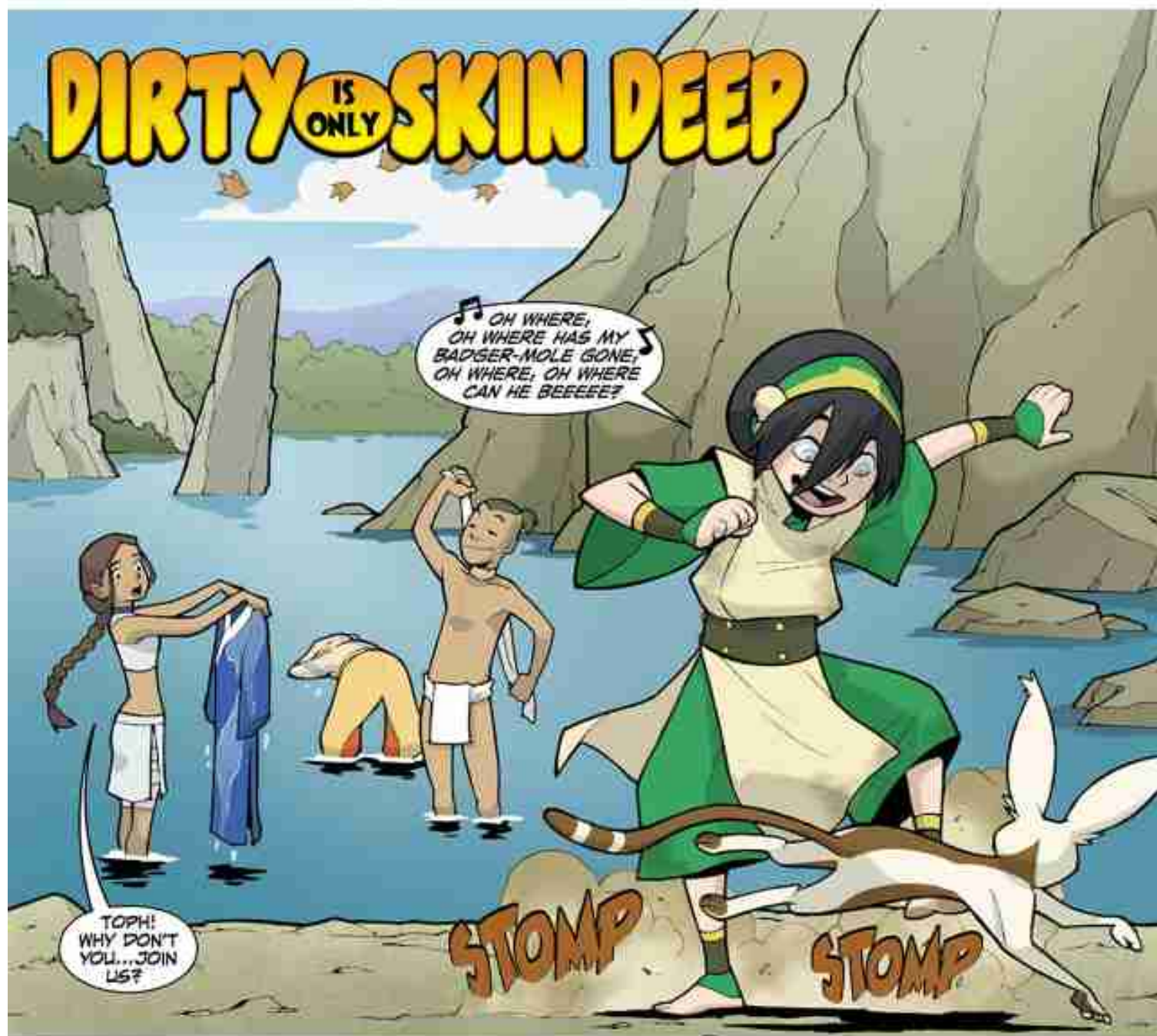
BOOM!





THE END

DIRTY IS ONLY SKIN DEEP



Story by J. Torres, art and colors by Guriniru, and lettering by Comcraft.





OKAY, THAT WAS KIND OF FUNNY. AND ALSO A BIT MEAN. BUT MOSTLY FUNNY.



DIVIDED WE FALL



Story by Frank Pittarrese, art by Justin Ridge, colors by Hye Jung Kim and Wes Dzioba, and lettering by Comcraft.











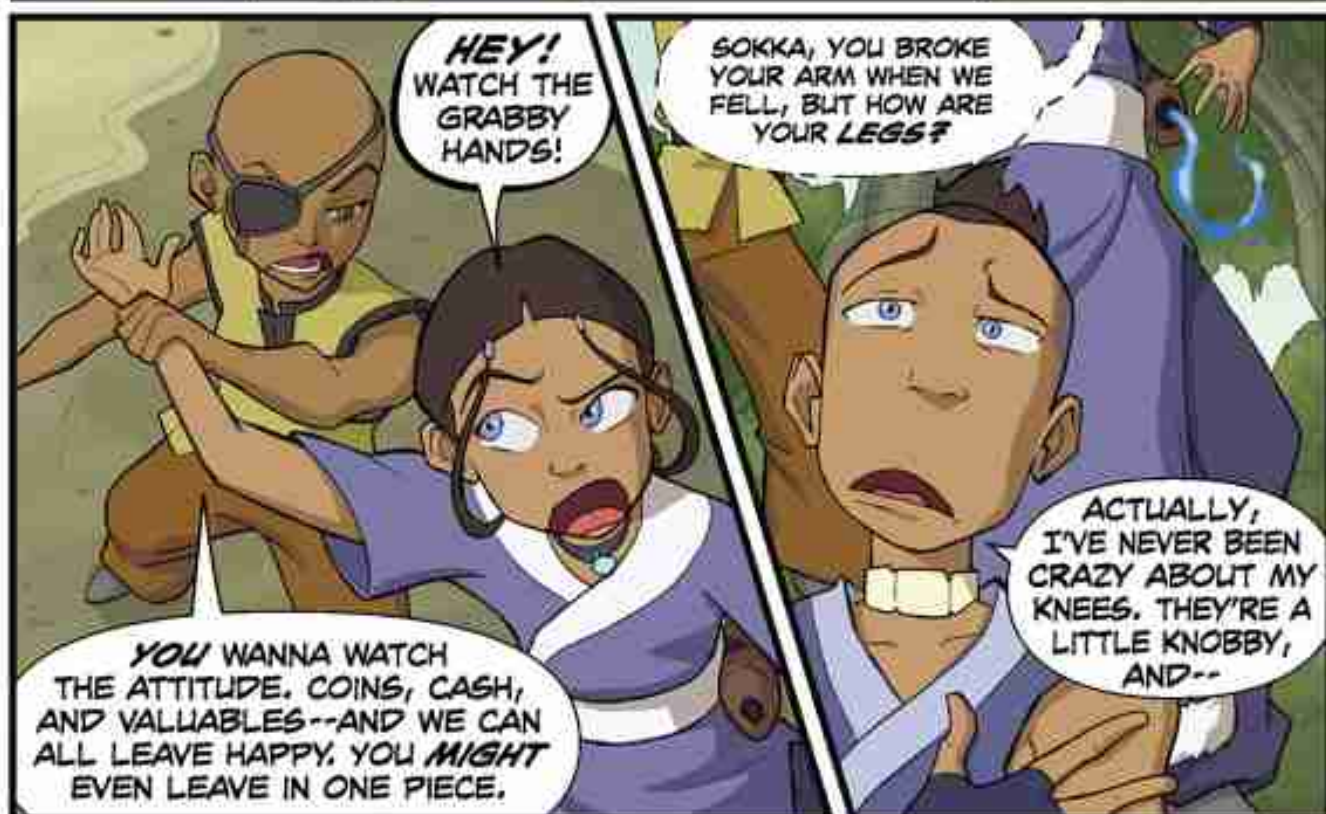












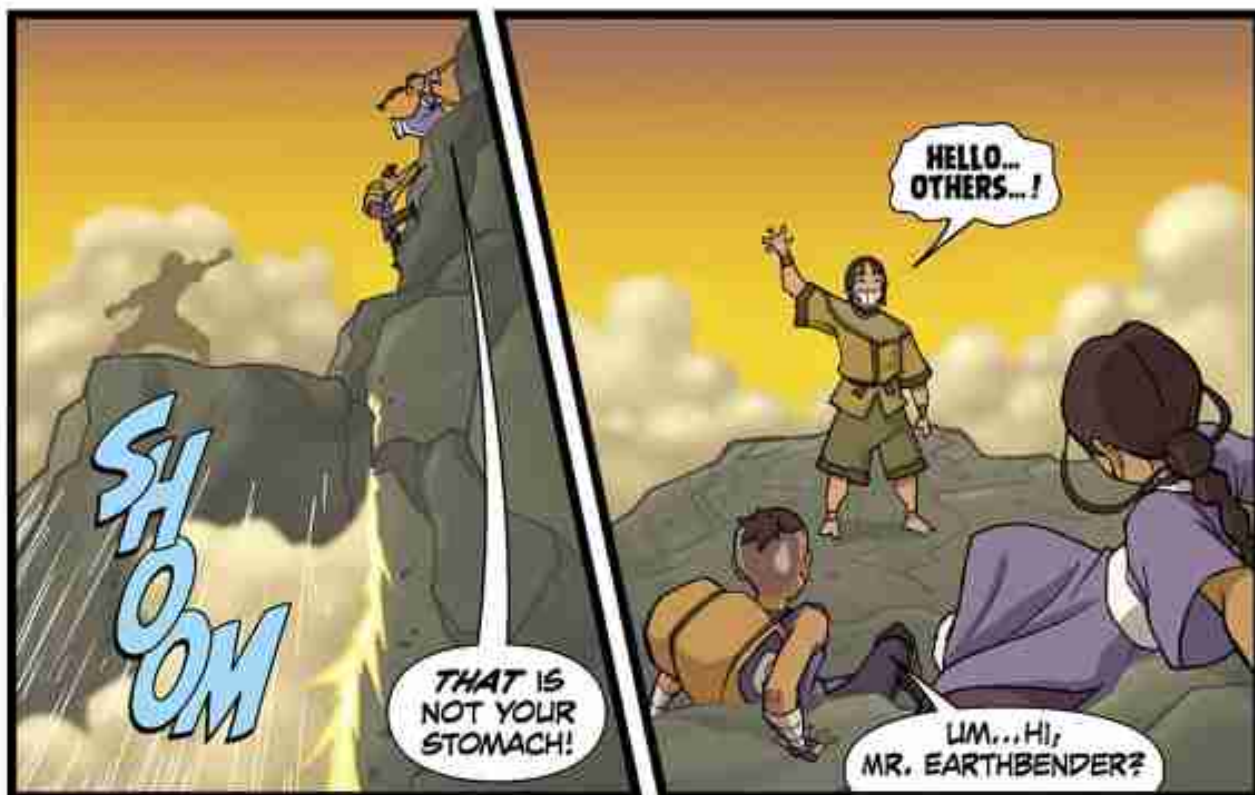




















THE END!

REACH FOR THE TOPH

Story by J. Torres, art and colors by
Corey Lewis, and lettering by Comcraft.









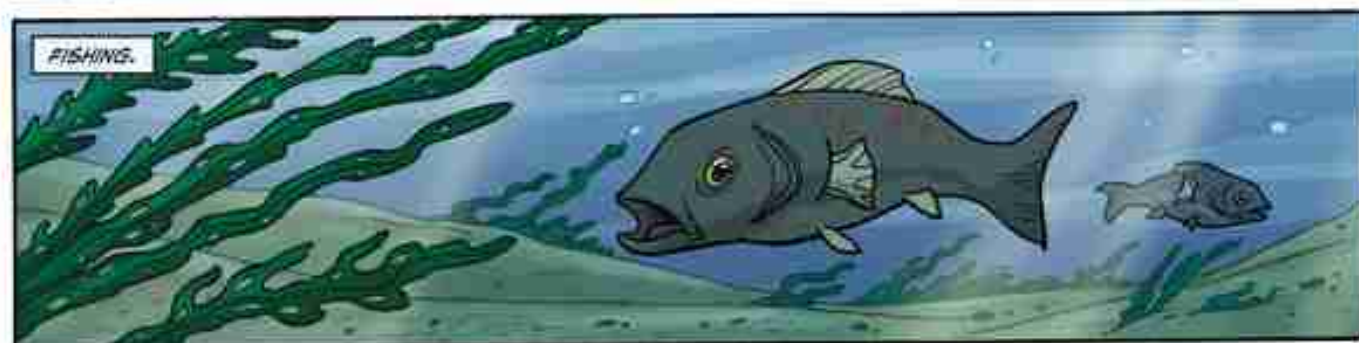
It's Only Natural



Story by Johane Matte and Joshua Hamilton, art by Johane Matte, colors by Wes Dzioba, and lettering by Comcraft.

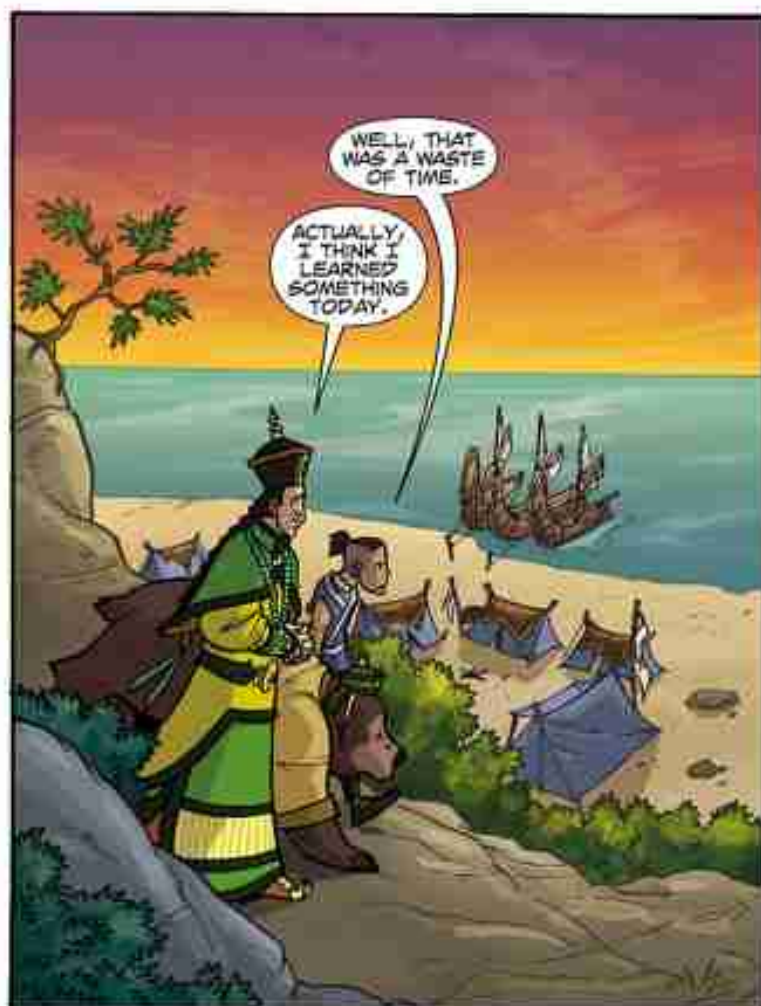












GOING HOME AGAIN



Story by Aaron Ehasz, May Chan, Katie Matilla, and Alison Wilgus, art by Amy Kim Ganter, colors by Wes Dzioba, and lettering by Comicraft.













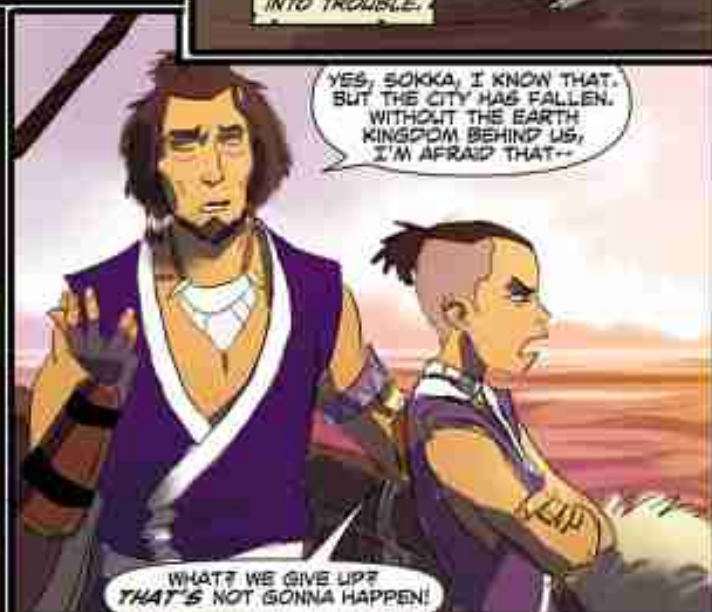




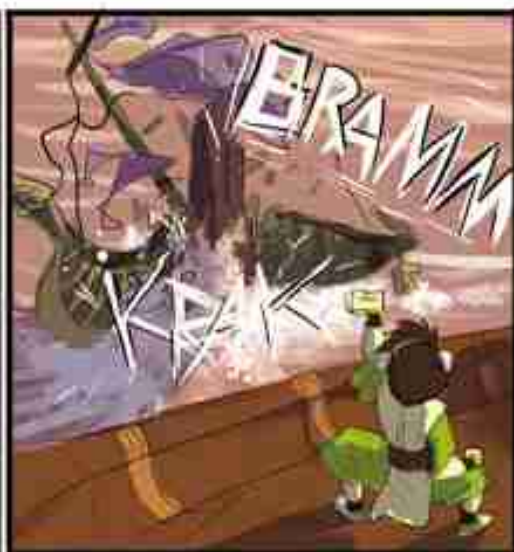




Story by Joshua Hamilton, Tim Hedrick, Aaron Ehasz, and Frank Pittarese.
art and colors by Reagan Lodge, and lettering by Comicraft.



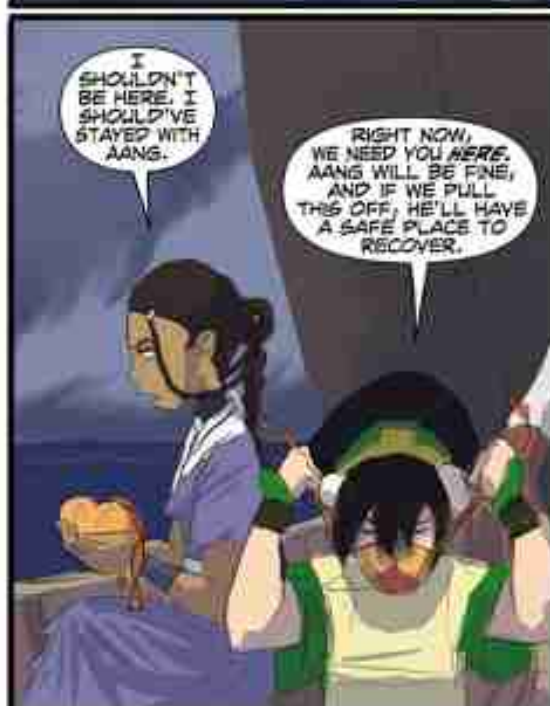








NEXT CAME THE "EASY" PART--
SNEAKING ABOARD A FIRE NATION
SHIP IN THE DEAD OF NIGHT.



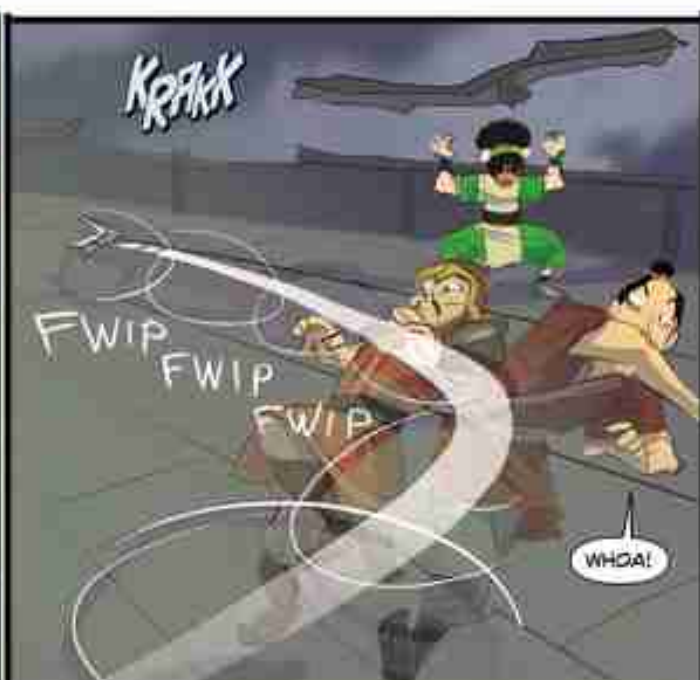
I
SHOULDN'T
BE HERE. I
SHOULD'VE
STAYED WITH
AANG.

RIGHT NOW,
WE NEED YOU HERE.
AANG WILL BE FINE,
AND IF WE PULL
THIS OFF, HE'LL HAVE
A SAFE PLACE TO
RECOVER.

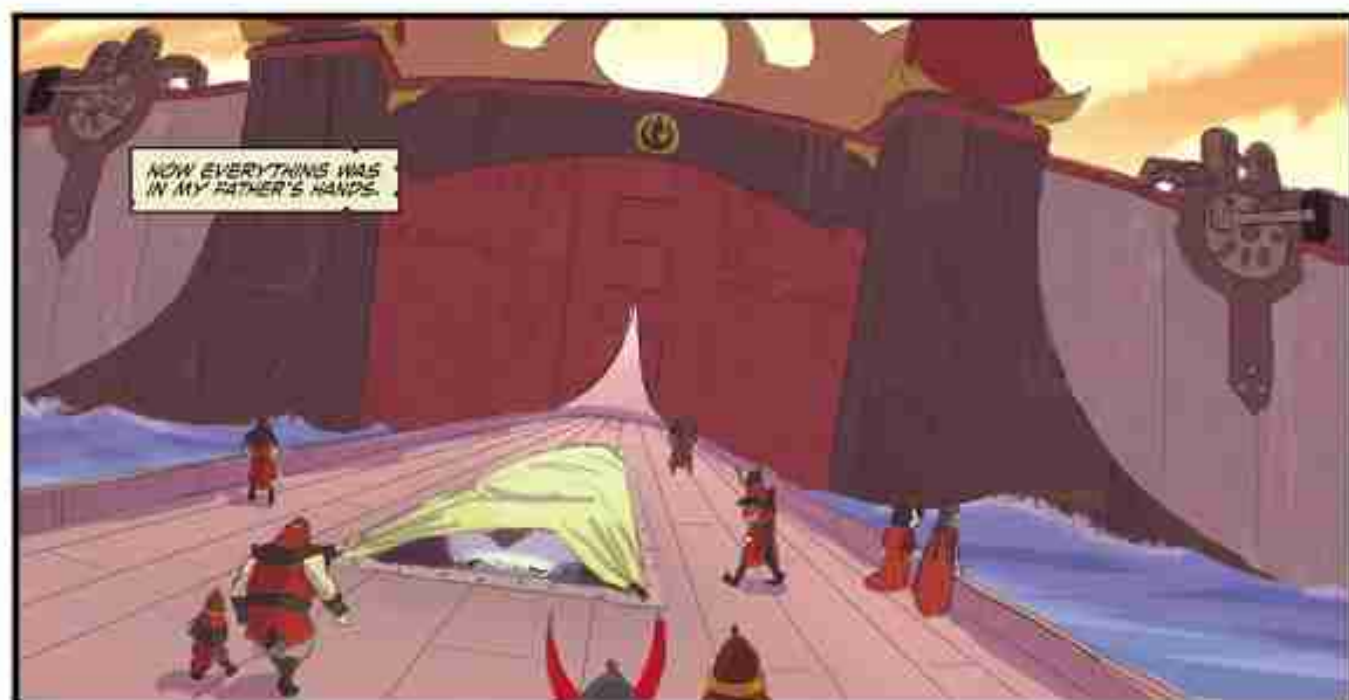


WE EXPECTED A FIGHT.
BUT INSTEAD...















THE END



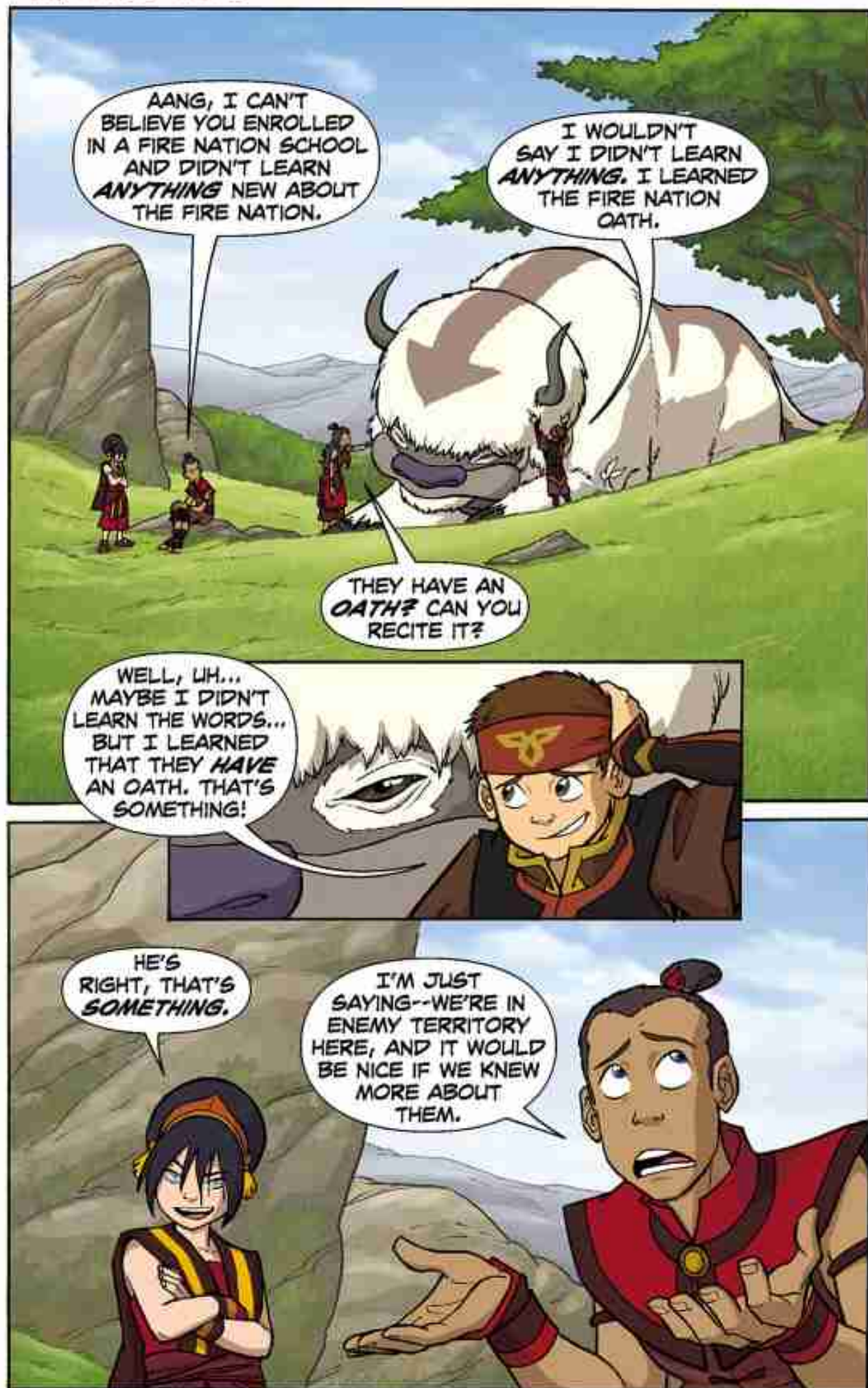


Book Three

FIRE



PRIVATE FIRE





I KNOW!

WE COULD ALL DRESS LIKE REPORTERS AND INTERVIEW THE LOCALS!



REPORTERS?

YEAH, NEVER MIND. THAT PROBABLY WON'T WORK.



LOOK, THE BEST WAY TO GATHER INFORMATION ON *THE ENEMY* IS BY OBSERVING THEM IN THEIR EVERYDAY LIVES.

YOU KNOW--FIND OUT WHAT MAKES THEM TICK.



SOMETIMES I WISH I KNEW WHAT MAKES *SOKKA* TICK.

I DON'T EVEN WANT TO KNOW.





I HATE TO BE A KILLJOY, BUT I DON'T THINK WE'RE GOING TO LEARN ANYTHING NEW ABOUT THE FIRE NATION BY JUST SPYING ON NORMAL PEOPLE.



BUT HOW DO WE BREAK IT TO SOKKA? HE SEEMS SO HAPPY WHEN HE'S OBSESSED.



YOU GUYS ARE RIGHT. SURVEILLANCE JUST ISN'T HANDS-ON ENOUGH.

IF WE **REALLY** WANT TO LEARN ABOUT THE FIRE NATION, WE'VE GOT TO BECOME **PART OF THE FIRE NATION.**



WHAT ARE YOU TALKING ABOUT, SOKKA?

I'M GOING
TO JOIN THE
FIRE NATION
ARMY!

加入優勝者隊伍
到附近招募站報名



NOW
THAT'S
REALLY
DUMB.

* "JOIN THE WINNING
TEAM! SIGN UP AT
YOUR LOCAL RECRUIT-
MENT CENTER TODAY!"



















LATER...

SIR, WE SEARCHED THE ENTIRE BASE. PRIVATE FIRE IS NOT HERE.

I ALWAYS KNEW THAT PRIVATE WAS NO GOOD.

NO ONE DESERTS THE FIRE NATION ARMY. NO ONE.

?

MEN, PRIVATE WANG FIRE IS NOW A CRIMINAL.

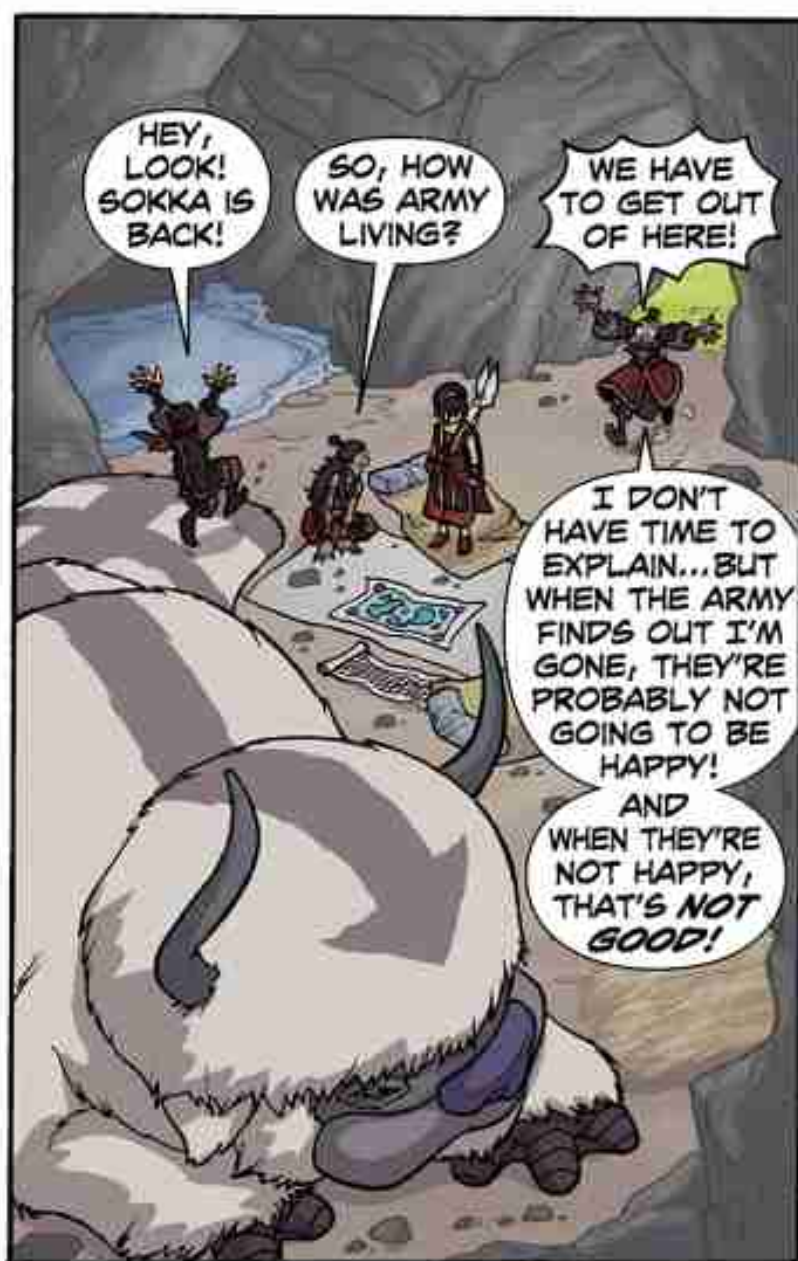
GRAB YOUR GEAR, BECAUSE WE ARE GOING TO CAPTURE THAT CRIMINAL AND BRING HIM BACK HERE TO FACE JUSTICE...

...FIRE NATION STYLE!

LET'S MOVE!



NOT MUCH LATER...



HEY, LOOK! SOKKA IS BACK!

SO, HOW WAS ARMY LIVING?

WE HAVE TO GET OUT OF HERE!

I DON'T HAVE TIME TO EXPLAIN...BUT WHEN THE ARMY FINDS OUT I'M GONE, THEY'RE PROBABLY NOT GOING TO BE HAPPY!

AND WHEN THEY'RE NOT HAPPY, THAT'S NOT GOOD!



SO YOU MEAN TO TELL ME THIS WHOLE THING BACKFIRED? LIKE I DIDN'T SEE THAT COMING.

THANKS FOR YOUR SUPPORT, TOPH.

SNIFF?

BY THE WAY...



...YOU SMELL LIKE PIG POOP.

I KNOW! WOULD YOU JUST HURRY UP AND PACK YOUR STUFF!















NIGHT ANIMALS



Story by Katie Matzla, art by Justin Ridge, colors by Wes Dzioba, and lettering by Comcraft.



Boys' Day Out

THE AVATAR AND HIS FRIENDS ARE MAKING THEIR WAY THROUGH THE FIRE NATION, CAMPING OUT IN DISGUISE.

COME ON, GUYS, WE'VE BEEN STUCK UP HERE FOR DAYS AND THERE'S A *WHOLE TOWN* JUST SITTING THERE! CAN'T WE GO OUT AND *DO* SOMETHING FOR ONCE?

SHHHHH!
CONCENTRATING!!!

SORRY, KATARA, BUT I REALLY NEED TO GET THIS BALANCE RIGHT. MAYBE LATER?



Story by Alison Wilgus, art and colors by Gurfhiru, and lettering by Comicraft.













Story, art, and colors by Corey Lewis, and lettering by Comcraft.





CHALLENGE ACCEPTED!

NOT SO FAST! IT'LL COST YOU ONE SILVER PIECE TO PLAY!



ASH... I KNOW, I KNOW.



CHLING
CHLING
KTHUNK



OKAY!

YOU PICKED YOUR OWN CHARACTER?

YEAH!
SOR!



AN OPENING!

POW!



HEY!!! I WASN'T READY!! I DON'T EVEN KNOW HOW TO PLAY!

OH, PLEASE, ZUKO. IT'S NOT THAT COMPLICATED.



RIGHT, LISTEN WELL, LITTLE BROTHER.

THE TWO METAL RODS MOVE YOUR CHARACTER ABOUT THE RING. PRESS THE BUTTONS ON THE RODS TO MAKE YOUR CHARACTER ATTACK.

EACH HIT YOU SCORE ON YOUR OPPONENT COSTS THEM ONE LIFE BAR. THE FIRST PERSON TO DESTROY ALL THREE OF THEIR OPPONENT'S LIFE BARS WINS!







MONSTER SLAYER

WHILE HIDING OUT
IN THE FIRE NATION...

EARTHQUAKE!
EVERY MAN FOR
HIMSELF!



Story by J. Torres, art and colors by Gurikru, and lettering by Comcraft.







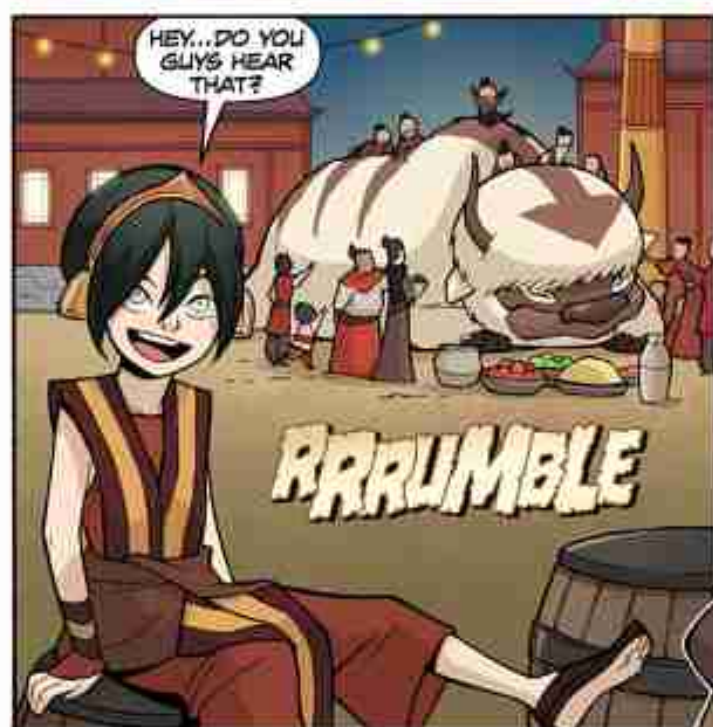


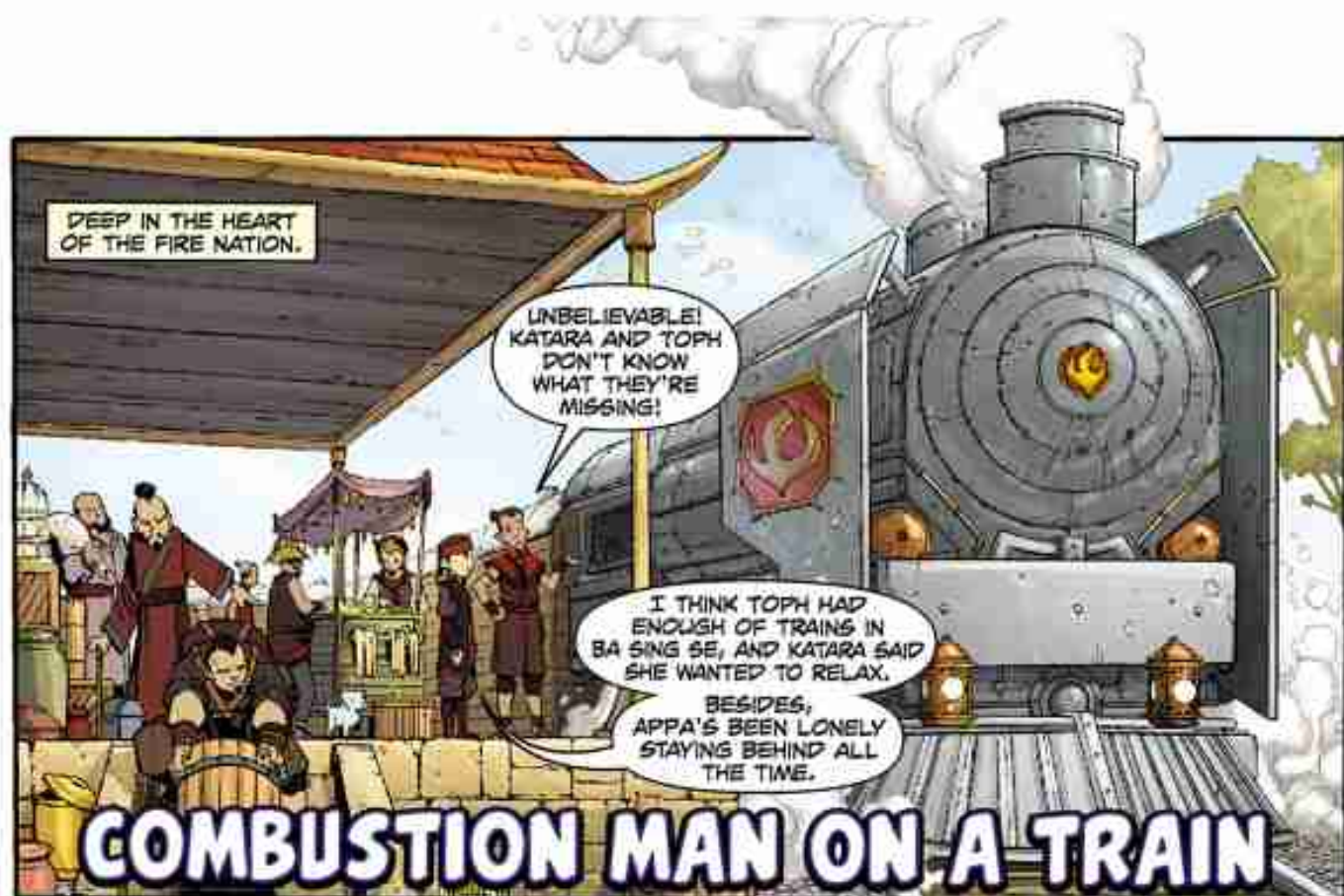












Story by Allison Wilgus and Rawles Lumumba, art by Tom McWeeney, colors by Wes Dzioba, and lettering by Comicraft.

















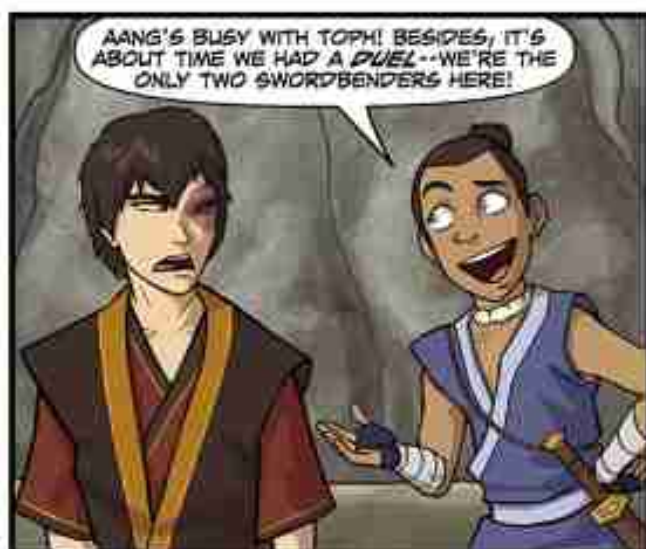












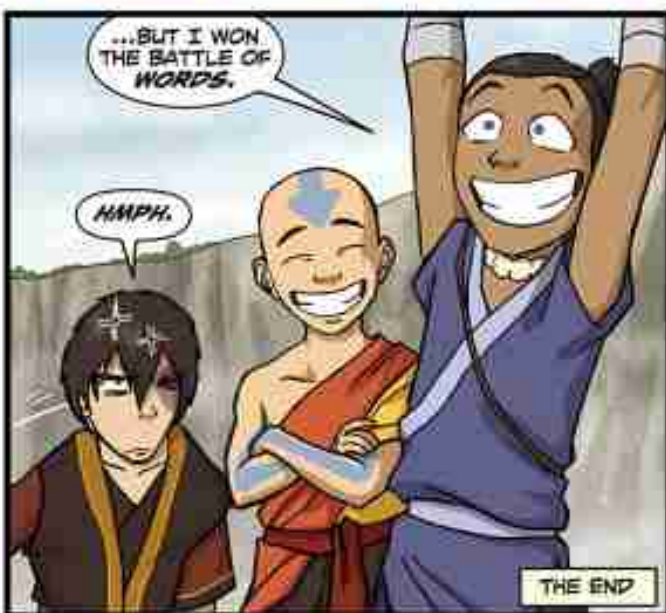
Story by Alison Wilgus, art by Justin Ridge, colors by Wes Dzioba, and lettering by Comcraft.







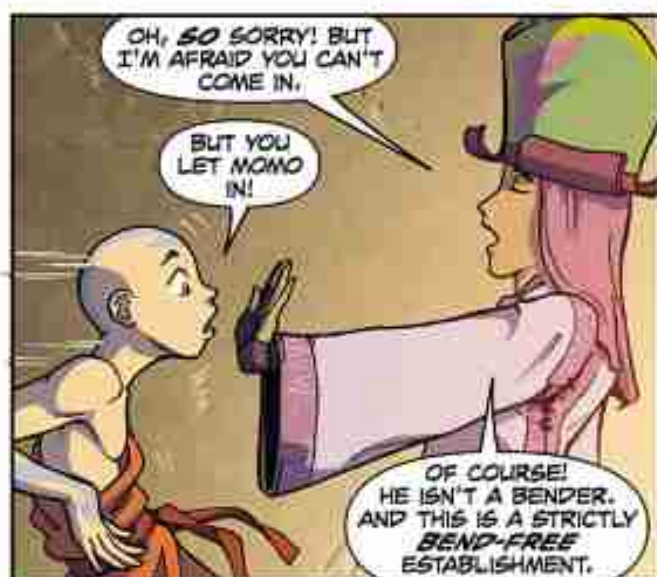






Story by Alison Wiegus, art by Elsa Garagarza, colors by Wes Dzioba, and lettering by Comicraft.



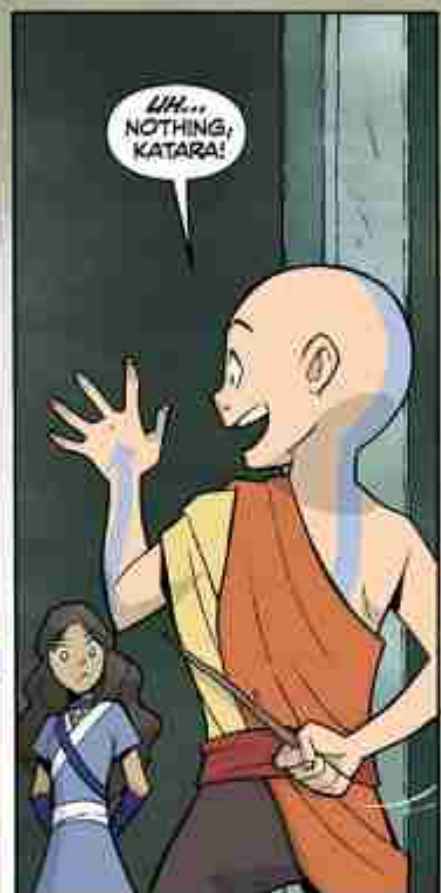








Love Is a Battlefield









AANG...?

ARE YOU
IN THERE?
HELLO?

YEAH...
I'M IN HERE,
KATARA.



WELL...NICE DEFENSIVE
EARTHBENDING MOVE...
BUT YOU'RE SUPPOSED TO
BE PRACTICING YOUR
FIREBENDING!

I DON'T
REALLY FEEL
LIKE PRACTICING
MY FIREBENDING
RIGHT NOW.



AANG, YOU HAVE TO BE
READY TO BATTLE THE
FIRE LORD. THIS IS NO TIME
FOR GAMES OR PLAYING
"HIDE-AANGS-SEEK."



WHO'S *REALLY* PLAYING
GAMES HERE, KATARA?
ARE YOU SURE YOU'RE
NOT THE ONE HIDING...
SOMETHING? I THOUGHT
YOU WANTED TO TALK
ABOUT WHAT HAPPENED
BEFORE THE INVASION!



UH... I
DON'T KNOW
WHAT YOU'RE
TALKING
ABOUT...

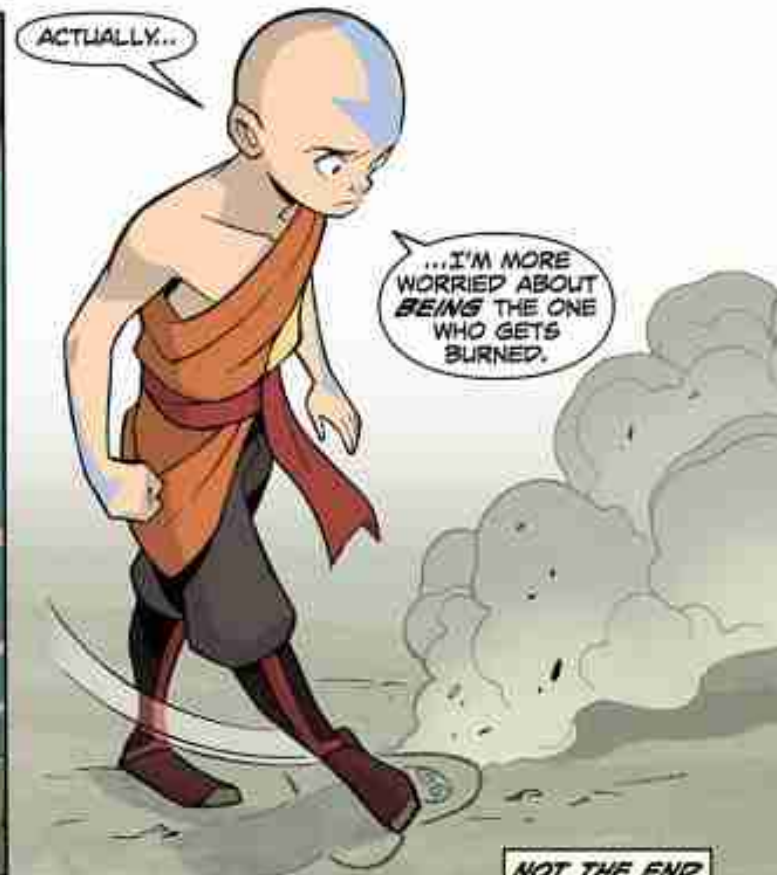
I MEAN...
I CAN'T HEAR
YOU PROPERLY
FROM IN THERE
SO, UH...

...JUST
COME OUT
AND BRING
THE *HEAT*!



HA!
OBVIOUSLY, YOU
CAN'T HANDLE
IT WHEN THINGS
GET A LITTLE
TOO *HOT*!





DRAGON DAYS

WITHIN THE *WESTERN AIR TEMPLE*, AANG AND ZUKO PRACTICE SOME NEW MOVES TAUGHT TO THEM BY THE ANCIENT *FIREBENDING MASTERS*.

I STILL CAN'T BELIEVE WE GOT TO SEE *REAL DRAGONS*!

AND LEARN FIREBENDING FROM THEM!

I DIDN'T THINK THERE WERE ANY LEFT!

FOOOOM

THERE WERE *LOTS* OF DRAGONS AROUND 100 YEARS AGO.

THEY WERE PRETTY SHY, THOUGH. MOST OF THEM LIVED WAY UP IN THE MOUNTAINS.

THEY DIDN'T SEEM SHY TO ME.

ONE TIME, WHEN I WAS A KID, MY FRIEND *KUZON* AND I WENT LOOKING FOR THEM...

Story by Alison Wilgis; art by Johane Matte (frame) and Tom McWeeney (Flashback); colors by Wes Dzioba; and lettering by Comcraft.



"...BUT WE HAD *NO* IDEA WHAT WE WERE GETTING INTO!"

YOU WAIT THERE, APPA, SO WE CAN BE ALL *SNEAKY* LIKE...

THIS IS GONNA BE SO *FLAMIN'!* I'VE ALWAYS WANTED TO RIDE A DRAGON!

LET'S WORRY ABOUT *FINDING* THEM, KUZON. WE'VE BEEN TO THREE MOUNTAINTOPS *ALREADY* AND THIS TERRAIN IS PRETTY TREACHEROUS.

YEAH, BUT I'VE GOT A GOOD FEELING ABOUT THIS ONE!

LIKE YOU HAD A GOOD FEELING ABOUT THE GUY WHO SOLD YOU THAT MAP?

EXACTLY!

AND, SEE, WE'RE REALLY CLOSE!

WE JUST HAVE TO—
WHOA!

WATCH YOUR FEET, *HOTMAN!*

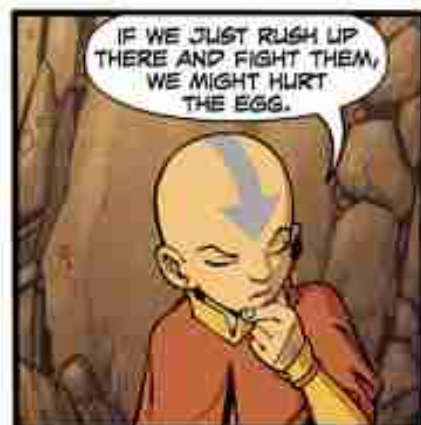
HEY!
HEY, YOU!

GRAB ON!

LAST I CHECKED, FIREBENDERS CAN'T FLY.



















Story by Katie Mattila, art by Justin Ridge, colors by Hye Jung Kim, and lettering by Comicraft.











BUMI vs. TOPH

Round 1

THE AVATAR'S FRIENDS HIDE OUT AMONG THE ORDER OF THE WHITE LOTUS IN 'OLD PEOPLE CAMP,' AWAITING BATTLE WITH THE DREADED FIRE LORD.

EXAMINE

I STILL
CAN'T BELIEVE
YOU RETOOK
OMASHU FROM
THE FIRE NATION
ALL BY YOURSELF.
YOU REALLY MUST
BE THE GREATEST
EARTHBENDER
OF ALL TIME!

**THAT'S
RIGHT.**

I'M SORRY, I COULDN'T HELP BUT
OVERHEAR YOU TALKING. DID YOU
SAY THIS OLD GUY IS THE BEST
EARTHBENDER *EVER?*

ACTUALLY,
I THINK SHE SAID
"OF ALL TIME."
=SNORT SNORT=
HA!





I WANT A
NICE, MESSY,
ROCK-FILLED
FIGHT!



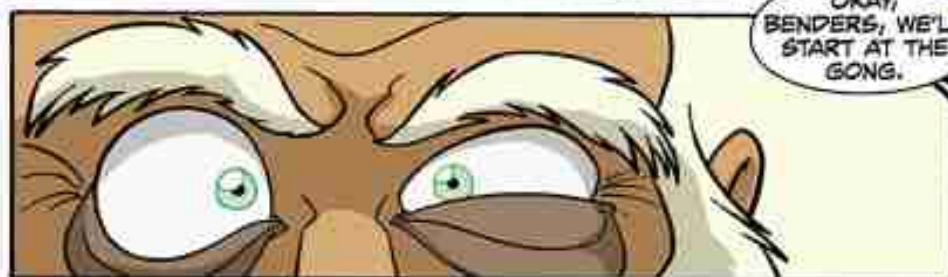
AND, IN THE
WEST CORNER OF
THE CANYON, WE HAVE
KING BUMI, A.K.A. THE
MAD EARTHBENDING
GENIUS, A.K.A. THE
OVER-THE-HILL
HITTER.



IN THE
EAST CORNER,
WE HAVE TOPH,
A.K.A. THE BLIND
BANDIT, A.K.A.
THE RUNAWAY,
SELF-PROCLAIMED
GREATEST
EARTHBENDER
OF ALL
TIME!



OKAY,
BENDERS, WE'LL
START AT THE
GONG.



















BONUS STORIES





Story by Dave Roman, art by Justin Ridge, colors by Sno Cone Studios and Hye Jung Kim, and lettering by Comcraft.





Story by Alison Wigan, art by Ethan Spaulding, colors by Wes Dzioba, and lettering by Comicraft.

ABOUT THE CREATORS

BRYAN KONIETZKO & MICHAEL DANTE DIMARTINO, the cocreators of *Avatar: The Last Airbender*, met at a Halloween party in 1995, and have been friends and creative partners ever since. They've worn many hats over the course of *Avatar*'s production, working not only as the show's executive producers but also as its writers, directors, story editors, and artists. And their hands-on approach to creating the series doesn't stop there—they've traveled the world taking reference photos for their artists, and have spent months in South Korea making sure their overseas animators are as involved in the creative process as the folks working out of their Los Angeles studio. Bryan and Mike are currently hard at work creating *Airbender*'s sequel series, *Legend of Korra*.

AARON EHASZ served as head writer and coproducer of many of *Avatar: The Last Airbender*'s most memorable episodes, including "Jet," "The Blind Bandit," "The Tales of Ba Sing Se," and the four-part series finale, "Sozin's Comet." He's also written episodes of *Mission Hill*, *Ed*, and *Futurama*.

ALISON WILGUS most recently wrote *Zuko's Story*, a graphic-novel prequel about the prince of the Fire Nation, with coconspirator Dave Roman. In addition to writing comics for *Nickelodeon Magazine* based on *Avatar: The Last Airbender*, she's to blame for several episodes of *Codename: Kids Next Door*, and is currently wrapping up volume 1 of her original comic, *Chronin*.

One of the winners of Tokyopop's fourth Rising Stars of Manga competition, **AMY KIM GANTER**'s comics work includes an adaptation of the *Goosebumps* story "Deep Trouble," two stories for the acclaimed comics anthology *Flight*, and the graphic-novel series *Sorcerers & Secretaries*.

BRIAN RALPH, the award-winning creator of the graphic novels *Cave-In* and *Climbing Out*, teaches at the Savannah College of Art and Design, which has one of the largest and best-known sequential-art departments in the United States.

CLEM ROBINS started lettering comics in 1977, back when it was all done by hand. On top of being a very talented letterer, he's also an artist. He's taught at the Art Academy of Cincinnati and wrote *The Art of Figure Drawing* (2002).

Richard Starkings's award-winning studio **COMICRAFT** has been providing the comics community with fine lettering since 1992. Best known for pioneering the use of computers in comic-book lettering, Comicraft has not only lettered hundreds of comics, but has also designed some of the industry's most popular fonts.

COREY LEWIS has created lots of great comics, but he's probably best known for *Sharknife*, the story of a busboy at a Chinese restaurant who transforms into a mighty warrior to battle the monsters that live in the restaurant's walls (providing no end of entertainment for their customers!).

DAVE ROMAN, the award-winning author of *Astronaut Academy: Zero Gravity*, has had a long relationship with *Airbender*—as the comics editor of *Nickelodeon Magazine* for over ten years, he looked after the very first *Airbender* comics. More recently, he's been involved with *Airbender* as cowriter of the movie tie-in graphic novels *Zuko's Story* and *The Last Airbender*.

ELSA GARAGARZA is the concept artist and designer behind many of *Avatar: The Last Airbender*'s most exciting locations. She's also a storyboard artist, and has worked on projects like the *Penguins of Madagascar* TV series, *Green Lantern: First Flight*, and *Generator Rex*.

ETHAN SPAULDING directed twelve episodes of *Avatar: The Last Airbender*, and worked on many more as a storyboard artist, character designer, and background artist. He's also worked on *The Simpsons* and *Green Lantern: First Flight*, and is currently working as a producer on *ThunderCats*.

FRANK PITTARESE has been writing and editing comics since the 1980s, working on titles like *The Flash*, *Superman*, and *X-Men*, and worked as a freelancer for *Nickelodeon Magazine*, where he edited and wrote articles, activities, and comics featuring almost all of their characters, from Rugrats to SpongeBob SquarePants.

Teaming up under the name **GURHIRU**, Japanese artists Sasaki and Kawano create artwork for comics, games, and animation studios. They've recently been doing a lot of work for Marvel, drawing and coloring *Thor and the Warriors Four*, *Power Pack*, *Tails of the Pet Avengers*, and *World War Hulks: Wolverine vs. Captain America*.

HYE JUNG KIM worked on *Avatar: The Last Airbender* as a painter, artist, and color supervisor, using her talents to help create the show's rich settings and exotic environments. She's also worked her artistic magic on *Dora the Explorer*, *The Fairly OddParents*, *Young Justice*, *G.I. Joe: Resolute*, and *Green Lantern: First Flight*.

Creator of the award-winning series *Alison Dare*, **J. TORRES** has also written *Batman: Legends of the Dark Knight*, *WALL-E*, *Teen Titans Go!*, and *Wonder Girl* comics. He's written for animation too, on series like *Hi Hi Puffy AmiYumi*, *Edgar & Ellen*, and *League of Super Evil*, and is currently writing *Jinx* for Archie Comics.

JOAQUIM DOS SANTOS came to *Airbender* as a storyboard artist, but became a director on season three episodes like "The Day of Black Sun Part 2: The Eclipse" and "Sozin's Comet Part 3: Into the Inferno." He's since directed many other projects, including *G.I. Joe: Resolute*, but has returned to *Airbender* as co-executive producer of the sequel series, *Legend of Korra*. Joaquim has been nicknamed "Dr. Fight" because of his talent for choreographing dynamic action scenes.

Another veteran of the *Flight* comics anthology, **JOHANE MATTE** worked on *Avatar: The Last Airbender* as a storyboard artist. She's currently a storyboard artist at DreamWorks Animation, where she's worked on *How to Train Your Dragon*, and the upcoming *Rise of the Guardians* (2012).

JOHN O'BRYAN was a staff writer for *Avatar: The Last Airbender*, and wrote many episodes, including "The King of Omashu," "Avatar Day," and "Nightmares and Daydreams."

JOSHUA HAMILTON started on *Airbender* as a writer's assistant, but rose to become a full writer during the show's production, writing episodes like "The Painted Lady" and "The Runaway."

JUSTIN RIDGE worked as a storyboard artist on *Avatar: The Last Airbender*, and later worked as a storyboard artist for *G.I. Joe: Resolute* and as a director and storyboard artist on *Star Wars: The Clone Wars*. He currently works as a guest director on *The Cleveland Show*. His comics work has appeared in *Zombies vs. Cheerleaders*, *Flight*, and *Shojo Beat*.

KATIE MATTILA started out as a production assistant on *Airbender*, but grew to become a production coordinator and ultimately a writer's assistant for the show, and wrote the episode "The Beach." She's currently working on the series *Kung Fu Panda: Legends of Awesomeness*.

As part of the Nickelodeon Writing Fellowship, **MAY CHAN** spent a lot of time in the writing room of the *Avatar: The Last Airbender* animated series, eventually writing part one of "The Boiling Rock." She also wrote for the Disney series *Phineas and Ferb*.

RAWLES LUMUMBA is a freelance writer and native of Baltimore, Maryland. In addition to comics, she is an author of fantasy and sci-fi young-adult fiction. She also blogs about diversity in television, video games, and pop culture.

REAGAN LODGE got his start as a contributing artist on the acclaimed *Flight* anthology series, for which he created "Tea" and "The Dragon." He currently serves in the US Marine Corps as a combat photographer, but don't worry: he still draws too.

SNO CONE STUDIOS colored and lettered a wide variety of comic series, including *Star Wars*, *Teen Titans*, *Hawkman*, *Legion of Super-Heroes*, *Shrek*, and *Scooby-Doo*. Though they've now closed up shop, their work is still enjoyed by comics fans to this day.

A writer for the *Avatar: The Last Airbender* animated series, **TIM HEDRICK** authored such episodes as "The Deserter," "Sokka's Master," and "The Puppetmaster."

TOM MCWEENEY has written, drawn, and lettered comics since the 1980s. He cocreated *Roachmill* and has contributed to a number of other titles, including *Teenage Mutant Ninja Turtles*, *Fantastic Four*, and *Gen13*.

WES DZIOBA has been coloring comics for over a decade, getting his start at comics-coloring studios but then moving on as an independent colorist on books like *Star Wars*, *Magnus*, *Robot Fighter*, and *Aliens vs. Predator: Three World War*.



THE ART OF THE ANIMATED SERIES

When we created *Avatar: The Last Airbender* in 2002, we set out to tell a story with integrity and heart. We wanted *Avatar* to connect with people of all ages, all around the world, but it is still humbling and amazing to us that the show did just that!

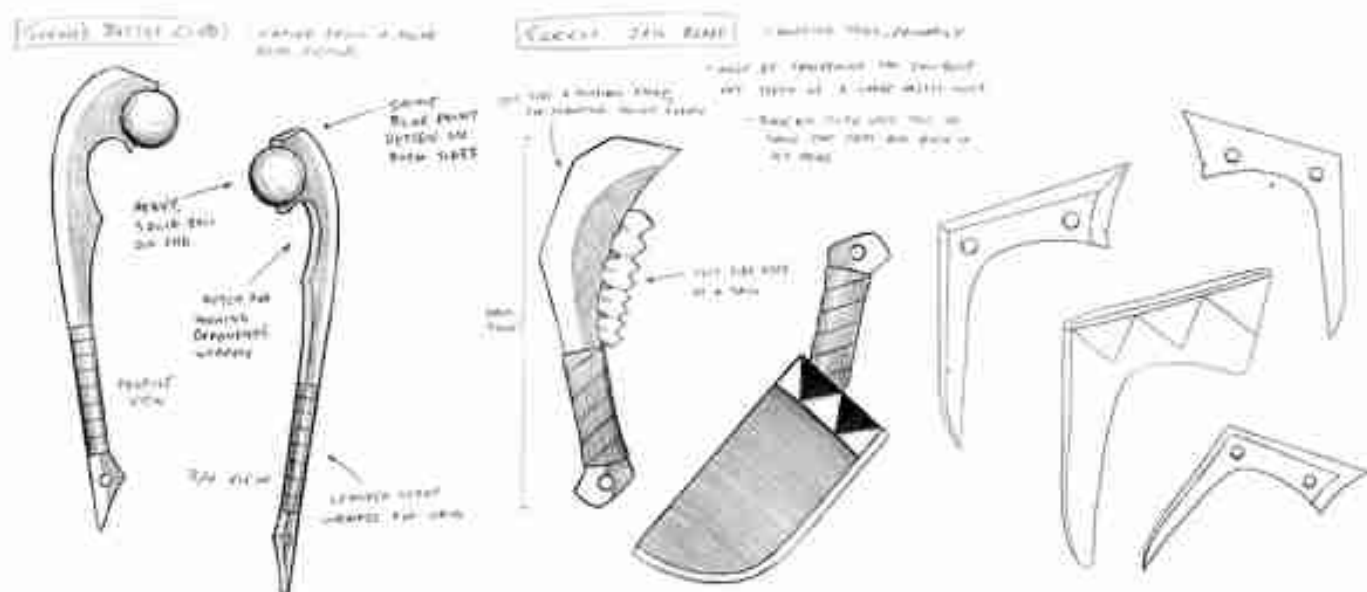
A big part of the reason is the beautiful artwork. The following pages hold just a small example of the tens of thousands of storyboards, designs, paintings, and animation drawings that were created for *Avatar*. Much more can be found in *Avatar: The Last Airbender—The Art of the Animated Series*. This is a very personal book written by us for the fans of the show. In it, we take you from the first sketch of Aang, through the entire production, explaining firsthand how the concept and characters were created. It is a unique look into the development and production process of the series, and we are proud to showcase so much of the amazing work that was produced by our artists in Los Angeles and South Korea.

We hope you enjoy this preview of *Avatar: The Last Airbender—The Art of the Animated Series*.

—Bryan Konietzko & Michael Dante DiMartino



After JM Animation showed us some early season-one pencil tests, we were impressed by how much life the animators breathed into the characters. Here are Bryan's studies of their work, along with some of his own Sokka expressions.



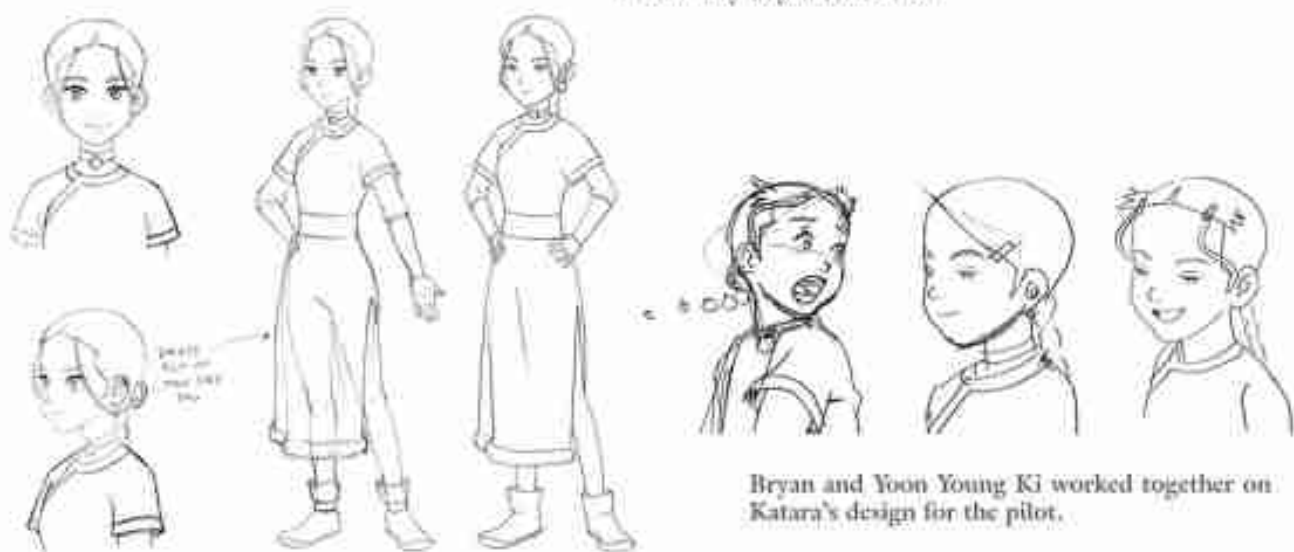
Sokka's club, knife, and signature boomerang. These Water Tribe props, crafted from bone and leather, were inspired by traditional Native American weapons. Designs by Bryan Konietzko.



Aang key animation by Ryu Ki Hyun.



Exploring the many moods of Katara, from vulnerable young girl to commanding parental presence. Series bible sketches by Bryan Konietzko.



Bryan and Yoon Young Ki worked together on Katara's design for the pilot.

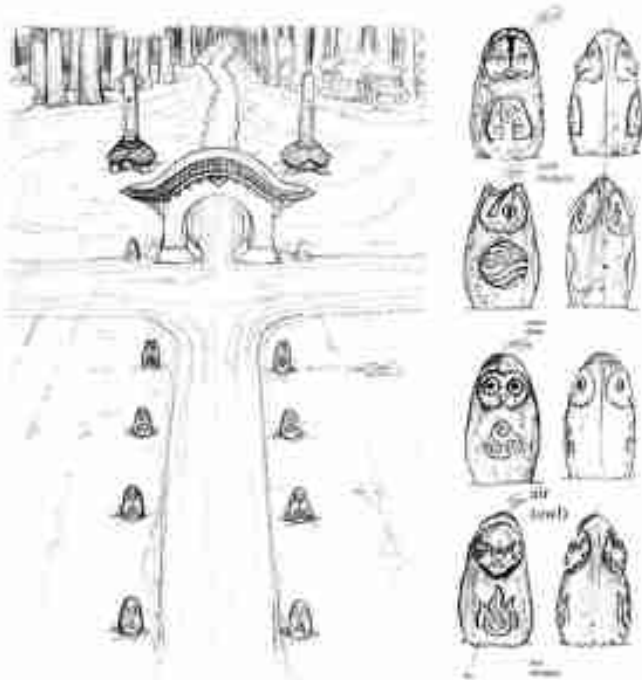
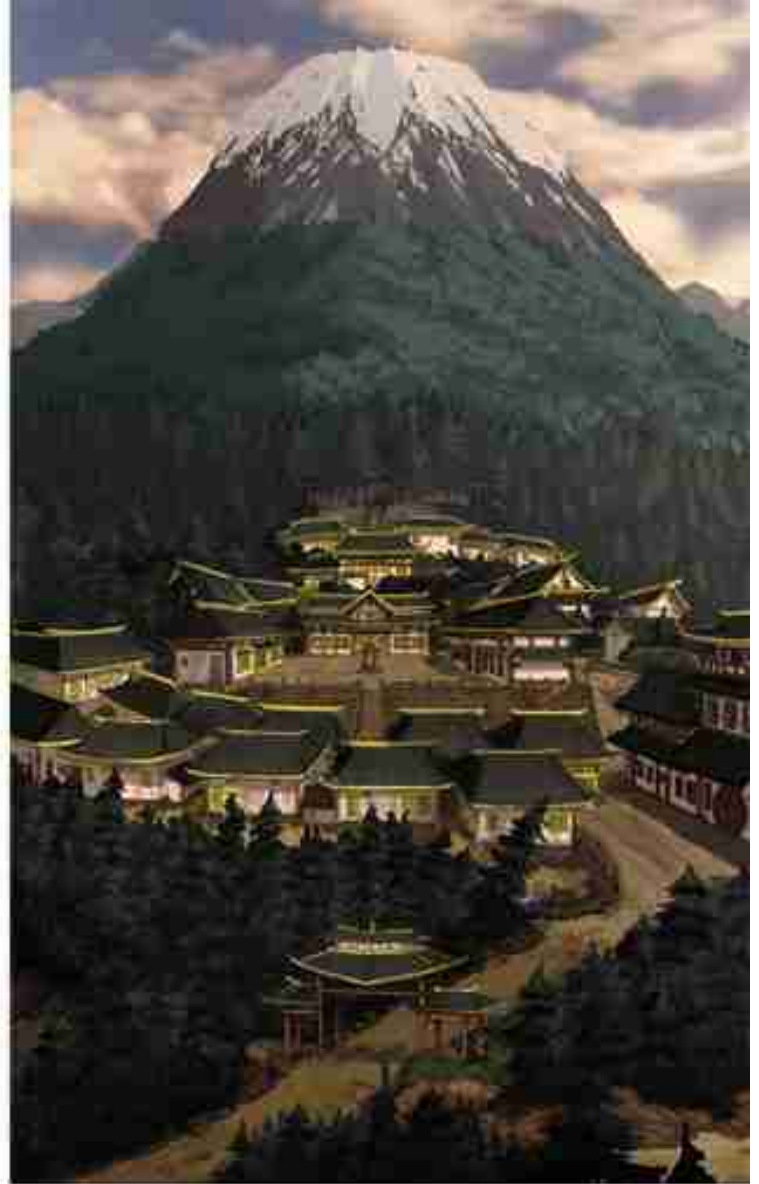


Katara expressions by Bryan from early in season one. Many of these poses are studies of the great work we saw coming back from JM Animation.

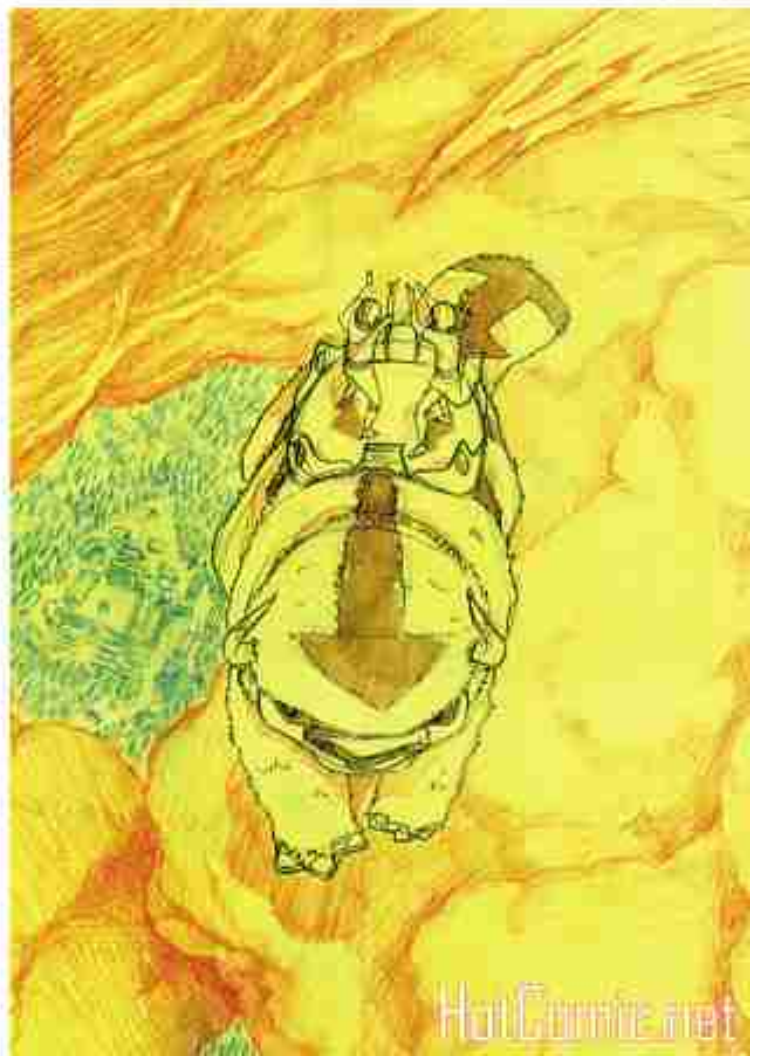


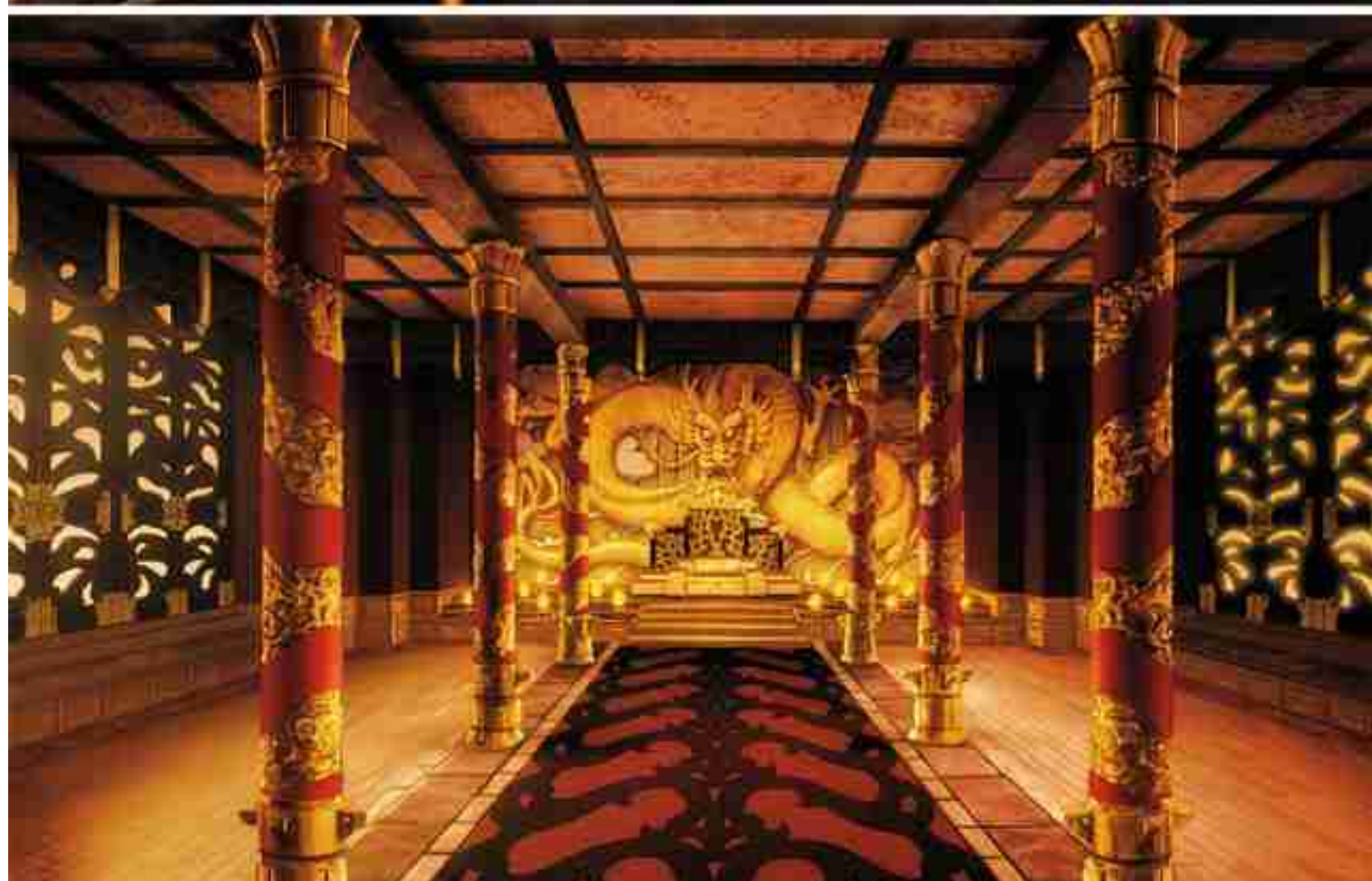


This design depicts the trench that the townsfolk created to protect the village from the erupting volcano's lava flow. Background design by Tom Dankiewicz. Top right: Mt. Makapu and village. Background design by Tom Dankiewicz. Painting by Hye Jung Kim and Ron Brown.

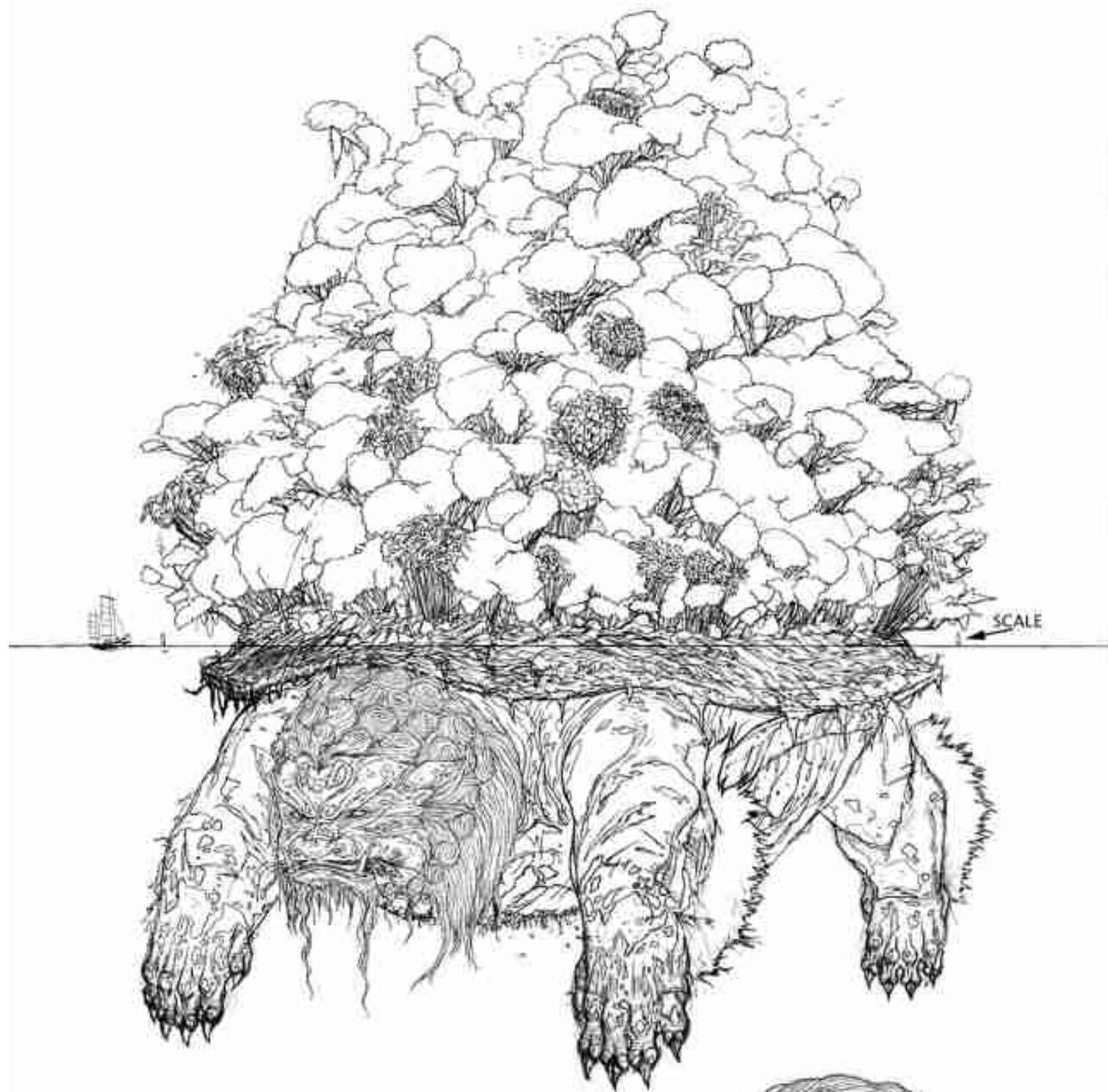


Animal totems line a path leading to Mt. Makapu. The turtle statues were based on statues we saw during our visits to South Korea. Background design by Tom Dankiewicz. Totems by Dave Filoni. Bottom right: Aang and Katara come up with the idea to combine Airbending and Waterbending to move the clouds. Concept by Dave Filoni.





"The Avatar and the Fire Lord" was one of the most complex episodes of the series. It had by far the most background designs of any episode. This ancient version of the throne room was a much more welcoming, light-filled space, as opposed to the dark and imposing place Sozin replaced it with. Wedding courtyard design by Jevon Bue. Fire Lord Sozin's throne room design by Elsa Garagarza. Paintings by Bryan Evans and Hye Jung Kim.

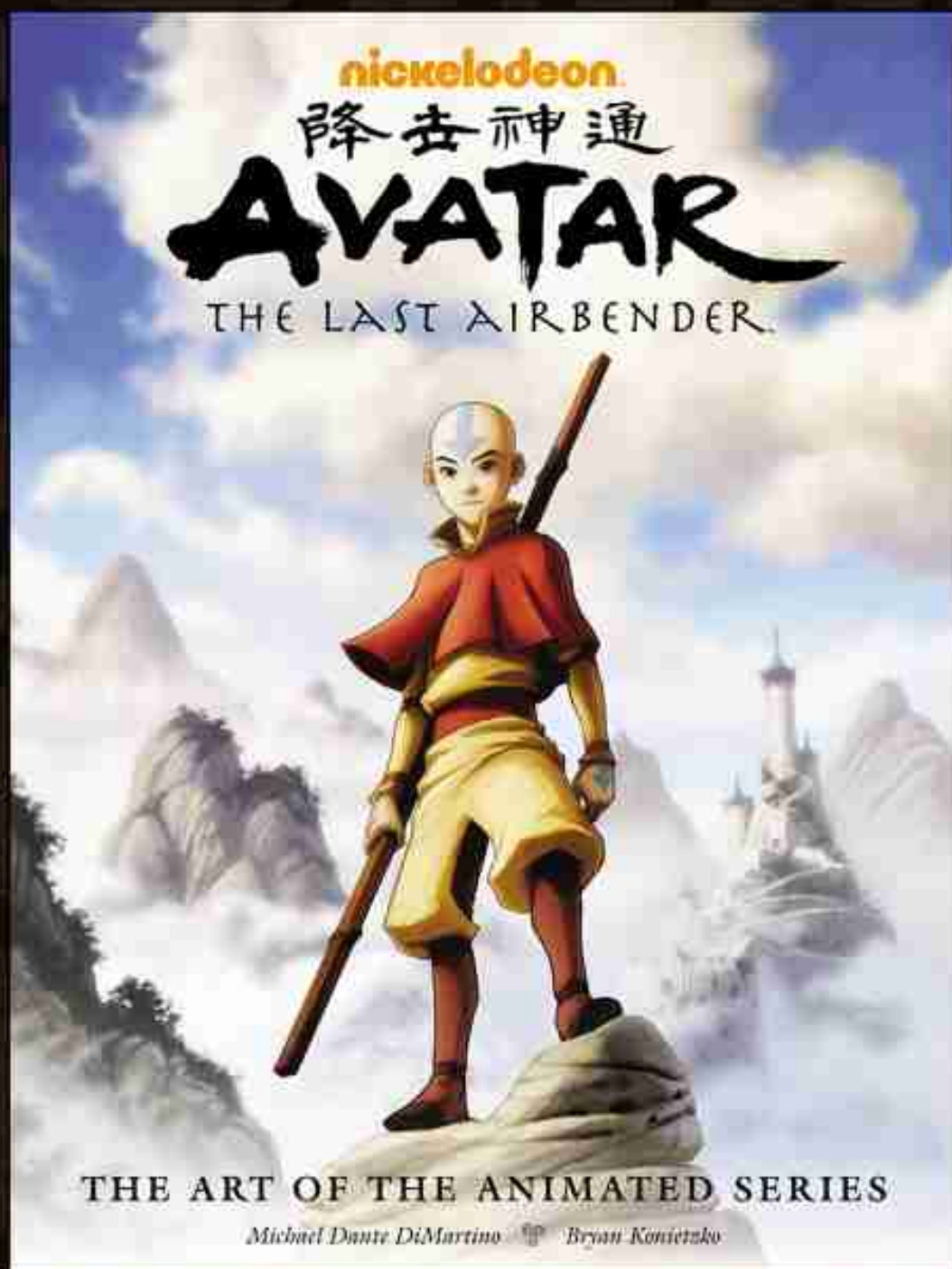


We had the idea for the lion-turtle early in the series and always knew he would play an important role in helping Aang unlock a skill that would help him defeat the Fire Lord. The lion-turtle is the oldest creature in the Avatar world, from a time that predates the Avatar and bending. We planted this mythic creature's image in a few places throughout the series. It first appeared in the pilot episode's main title, then later Aang saw a picture of one in "The Library," and there were also lion-turtle statues around the grounds of Plandao's castle.

A very high level of detail went into creating this massive creature. Unfortunately, in the final animation, the lion-turtle wasn't rendered quite as epic and impressive as we'd imagined. We're happy we can show the design here, as we meant it to be seen. Designs by Jae Woo Kim, Paintings by Bryan Evans.



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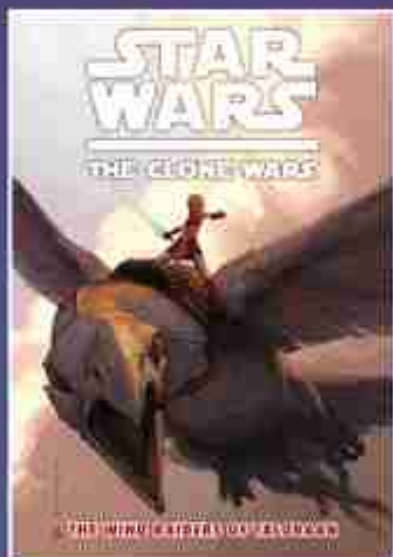
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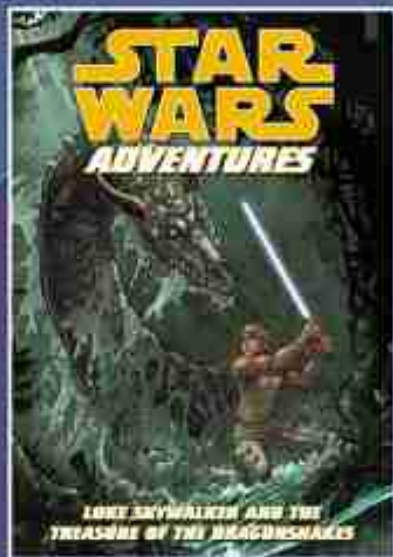
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All this, plus we reveal the secrets of Swordbending, show you how the hottest game in the Fire Nation is played, and uncover what happened during one of Aang's earliest adventures . . . when he and his friend Kuzon went hunting for dragons!

This book collects all the *Airbender* comics previously published in *Nickelodeon Comics*, *Nickelodeon Magazine*, *Nick Mag Presents*, and the *Airbender* DVDs, plus over seventy brand-new comics pages. That's twenty-eight stories set during the original three seasons and created by a host of top-notch creators, many of whom worked on the original show!



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